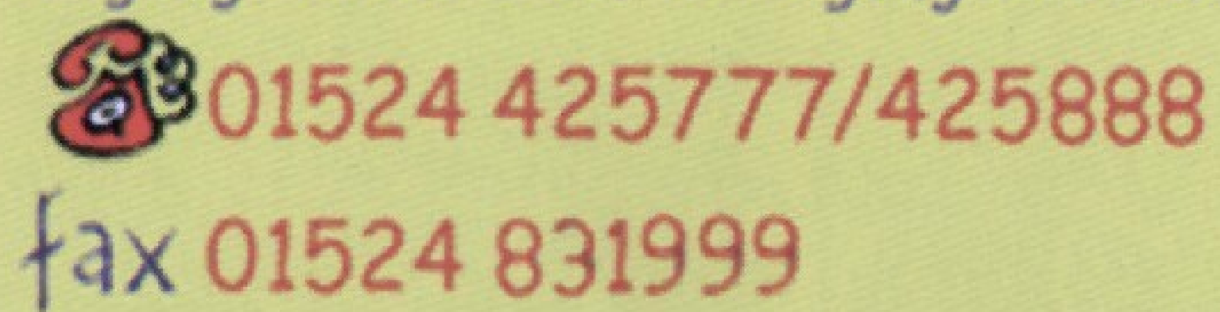


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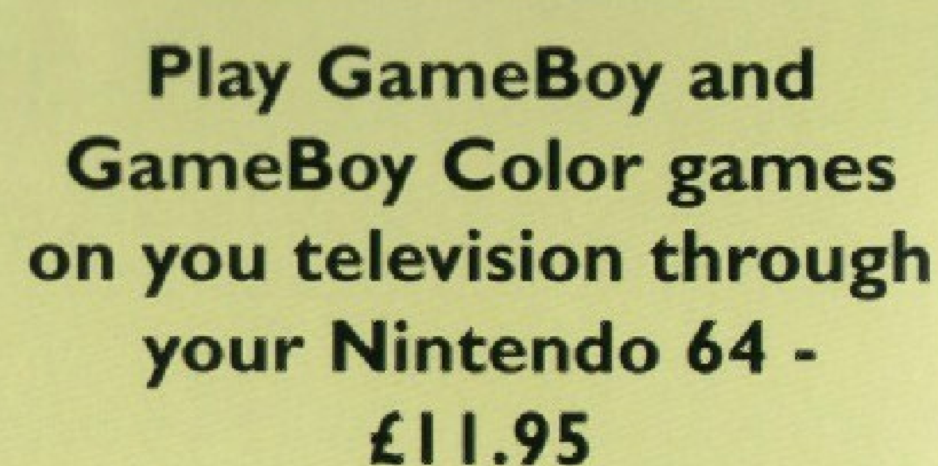


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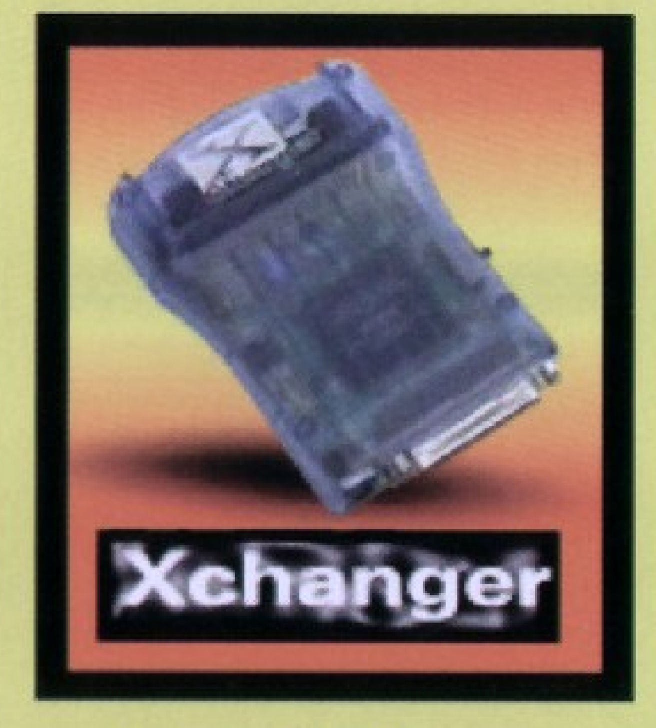


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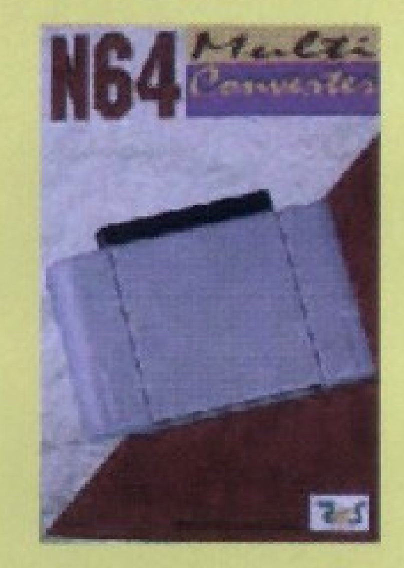
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TOTAL
GAME BOY
COLOR
www.totalgames.net
Notice anything different? I thought it was about time the Total Games Guide to Game Boy Color had a bit of a shake up. Thanks to your overwhelming response to the magazine we've given you want we hope you've been looking for. Firstly we've changed the name, TGGTGBC just didn't roll off the tongue very well so now the new improved magazine is known as Total Game Boy Color – ask for it by name and tell your friends too!
The reviews have had a bit of a revamp, I think you'll agree that what we've come up with is fun and friendly while still giving you all the information you need on the latest Game Boy Color games. There's a second opinion box on all the big reviews now too, so you get a balanced view instead of one person's opinion. Both reviewers get together to argue out the score and then if a game scores over 90% we now award it a 'HUM DINGER' award. If you see this logo on a review – you have to buy this game!
Well I hope you like the new Total Game Boy Color. As ever, please feel free to write in and tell us what you think. It was your great letters that prompted us to give the mag a bit of a spring clean (hang on, it's the summer!) so you can make a difference!
Thanks for reading.
Nick Roberts
Nick Roberts
Managing Editor

THE GREATEST GAME

Pokémon Power!

THE BITS 'N' BOBS EXPLAINED!

You might have noticed that Total Game Boy Color has gone through a few changes this issue, so we thought we'd better explain the systems we've put in place so that you can make the most informed game buying decisions of your life...

NINFO!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Puzzle

Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea, and you won't hear her – then your belly will start to rumble!

To get you started on the game we've got a quick tip straight from the fingertips of our world renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.



2nd OPINION! WHAT A BEAUTY!

Choooor! In summary what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a 90% title. It should still keep fans of the genre going for quite some time though. The great thing is, I can type absolutely anything I like into this box, because it's only an example of what a 2nd opinion looks like. If you can read this, then you must be bored! Write in and inform me that these tiny boxes are readable, then I'll be very careful what I write into them in the future! Ta-ra!
Nick

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

HUM DINGER!

GRAPHICS!
Rolf Harris on a high!
★★★★★

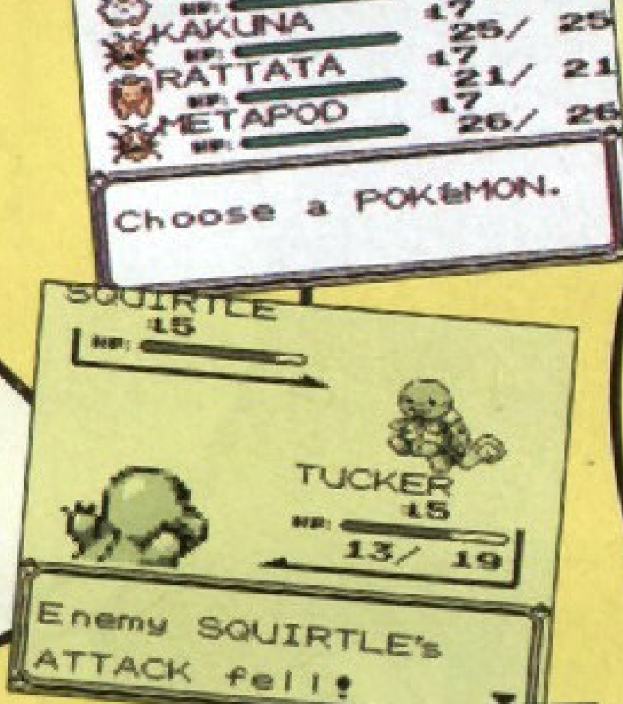
SOUND!
Sounds likes a coughing fox.
★★★★★

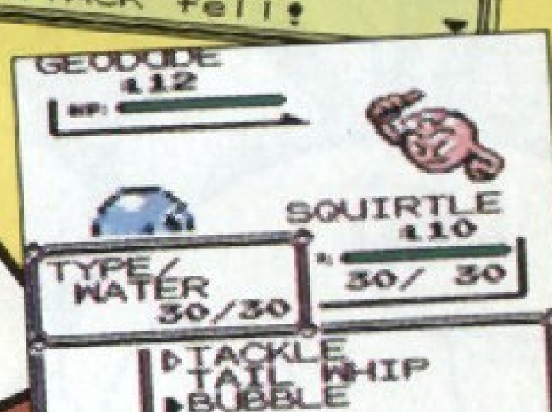
PLAYABILITY!
You'll play it 'til your batteries die!
★★★★★

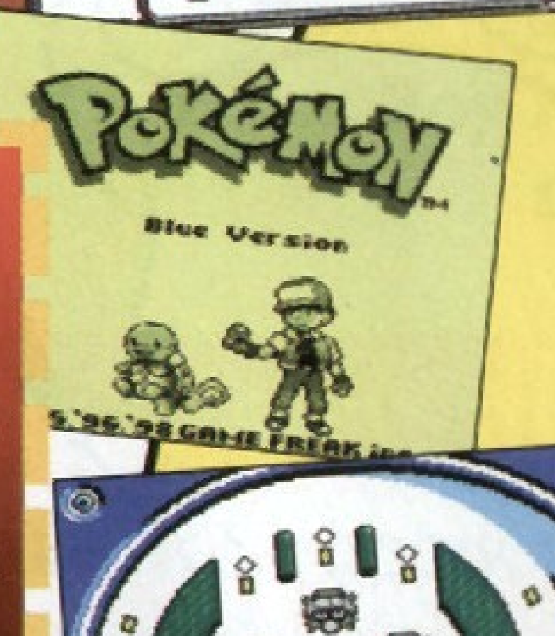
LASTABILITY!
Forever – what a great game!
★★★★★

OVERALL! 99%
YOU JUST HAVE TO HAVE THIS GAME!

This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a HUM DINGER award of excellence!







PAGE 8

Can you feel it? The power of Pokémon has rocked the world of videogames in Japan and the USA, and now it's all set to reach these shores. We take a look at the onslaught of these little coloured monsters, check out the games and even try eating our lunch from the sandwich box!



When you read out all the nifty Pokémon merchandise coming our way – you can win it! We don't want this stuff cluttering up our games cupboard so we want to send it to you, to clutter up yours!



reviews

All the new Game Boy Color games reviewed and rated!

4 PULL OUT POSTERS INSIDE!

Total Game Boy Color brings you four of the greatest posters ever created! Just pull 'em out and stick 'em up!

Previews

Hot of the press… all the new Game Boy Color games in development around the world.

HELP!

No matter how good a gamesplayer you are, everyone gets stuck! But not any longer. In our new HELP! section we bring you all the latest cheats, codes, passwords and tips for the greatest Game Boy Color games. If you can't find what you're looking for here, write in and we'll make sure it's included next issue!

GET IN TOUCH!

If you want to write to us here at Total Game Boy Color, here's the address…

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PARAGON PUBLISHING
ST PETER'S ROAD
BOURNEMOUTH
BH1 2JS

UN DAYO SHAGG O[…] BOONTA […] BANTHA POO-DOO[…] SO THERE!

GAME BOY GOSSIP AT ITS BEST!

TOTAL GAME BOY COLOR CHARTS!



1	Game Boy Gallery – Nintendo
2	Star Wars – Nintendo
3	Mario and Yoshi – Nintendo
4	Zelda – Links Awakening – Nintendo
5	Tennis – Nintendo
6	Small Soldiers – THQ
7	Tetris – Nintendo
8	Wave Race – Nintendo
9	Donkey Kong Land 3 – Nintendo
10	James Bond 007 – Nintendo

A POKÉMON IN THE EYE FOR NINTENDO!







Shock! Horror! There's an all new Pokémon game for Game Boy Color and Nintendo know nothing about it! Our Chinese correspondent was surprised to find a Pokémon platform adventure on the shelves of his local shop when he popped in to buy his daily noodles. It wasn't Pokémon Yellow, Gold or Green – it was a brand new game!

Surely it had to be a hoax? But on closer inspection the game was in fact for real – Pikachu and his pals starring in their very own platform adventure with the yellow blob as the lead character. There was definitely something fishy going on, and it wasn't the stir fried halibut our man was having for his tea.

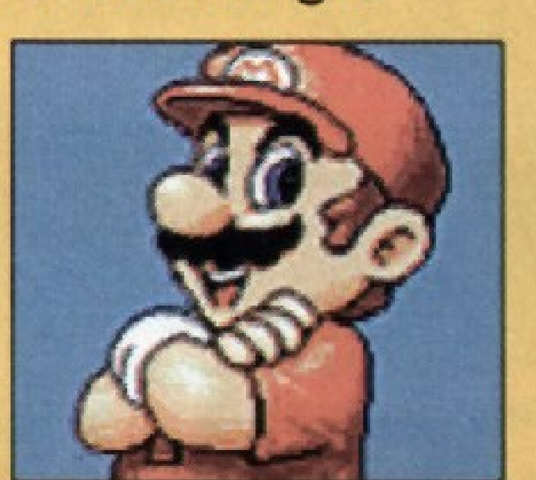
The game turned out to be a pirated version of *The Smurfs Nightmare* – take a look at these screenshots to see the similarities. When we contacted Infogrames, the bods behind The Smurfs, to see what they new of the rogue game and they had this to say, "Ooo, send us a copy, perhaps we'll sue!" You won't be able to find this new game in the shops because it's highly illegal. Instead, you'll have to play Smurfs and just dream…

MARIO GOES FOR A BIRDY

Well butter my muffins, if Mario hasn't gone and got himself another cool game to star in! The boffins at Nintendo are busy working on a sports title where the little plumber gets to wear 'Rupert the Bear' trousers and a flat cap – *Mario Golf*!

The handheld version of the game has lots of other characters in it too, including Nintendo favourites Wario and Luigi. There aren't that many golfing game for the Game Boy, none on the Game Boy Color, so this title should be well received when it comes out over here on 5 November – just in time for bonfire night!







Snoop! SNIPPETS!

NINTENDO GO A BUNDLE FOR POKÉMON YELLOW

Nintendo America is releasing the *Pokémon Yellow* Bundle on 25 October – this package includes a specially designed Game Boy Color starring everyone's favourite rodent, Pikachu, and a copy of *Pokémon Yellow: Special Pikachu Edition* (the follow-up to *Pokémon Red* and *Blue*). Let's hope the bundle arrives in the UK, too!

PINBALL WIZARD

The latest Pokémon spin-off title, *Pokémon Pinball*, sold a whopping 262,000 copies in America in only 20 days, making it the fastest-selling Game Boy title in the US to date (it even out sold the original *Pokémon Red* and *Blue*).

BIG IN JAPAN

To prove how popular the Game Boy is in Japan, we've learnt that Konami's *Yugioh II Dark Dual Stories* topped the Japanese videogame charts during the week it was released in July. It beat PlayStation, Nintendo and Dreamcast to the top spot, by selling 597,352 copies. Not bad for a 10 year old console, eh?

TOTAL GAME BOY COLOR NEEDS YOU!

Fancy yourself as a master photographer? Then why not send us

Camera Bundle Out!

There's a cool new Game Boy Funtography Pack out in the shops now! Basically, for a penny less than £50, you get a Game Boy Pocket (the earlier black and white compatible model, and not the new spangly Color version), a slip case and a Game Boy Camera.

This is good news if you're also a N64 owner – Rare are bringing out a cool game called *Perfect Dark* that will allow you to take a picture of your face with the camera, and put it into the game!

a star of a game!

Our rumour mill has churned out another exclusive for readers of Total Games Guide to Game Boy Color – there's a Star Wars game winging it's way to a small screen near you soon! *Star Wars Racer*, already released on the Nintendo 64, is being distilled down into a Game Boy Color version for all us pocket-sized game players. There aren't many details on the game just yet, except that it's planned to come out around November time, but we've managed to get a top videogame artist to come up with his 'impression' of what the game might look like. When we preview it next issue we'll be able to find out if he was right, and if not – he's sacked!



HAVE YOU BEEN WORMED?



What's small, pink, wrinkly and hang out of an apple? One of Team 17's nifty Worms! There's a whole new Worms experience heading for Game Boy Color later on in the year – *Worms Armageddon*.

In this version the little fellas have been made bigger, giving them a whole new lease of life and allowing for some hilarious animation. The basic idea of the game remains the same though – kill or be killed.

With more weapons, more sheep and a bucket load of devilishly wicked levels this is a game that's going to keep you up late at night come November!





...your funniest, scariest or just plain weirdest Game Boy Camera creations to us... and you may even win a prize! Here's the address: Game Boy Camera Gallery, Total Game Boy Color, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.

Yo, Yoda!

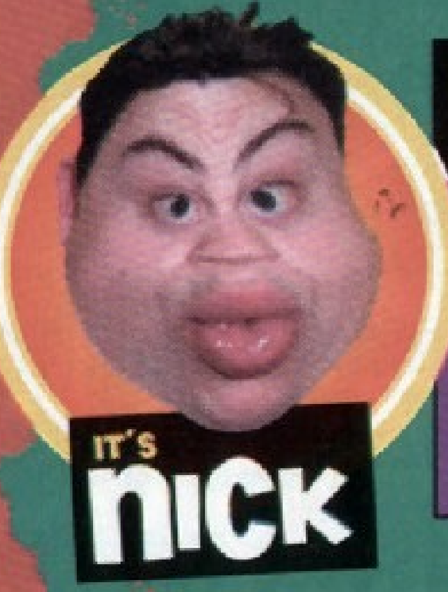
Yoda Stories on Game Boy was due before Christmas last year, so where is it? Apparently LucasArts didn't want any games based on the original Star Wars films to clash with games based upon The Phantom Menace, so it has been temporarily delayed. "Wait, must you," as Yoda would say.

Game Boy Online

Do you have access to the Internet? If you do, then you must check out Total Game Boy Color on the Web at TGN – the Total Games Network. For all the latest videogame news, previews, features and reviews, point your Internet browser to http://totalgames.net.

MEET THE GANG!

We've spared no expense (yeah, right!) in putting together the best team of Game Boy Color experts the world has ever known. They've each been hand-picked for their individual skills in gaming. Take a look at their ugly bonces and be thankful you're as handsome as you are...



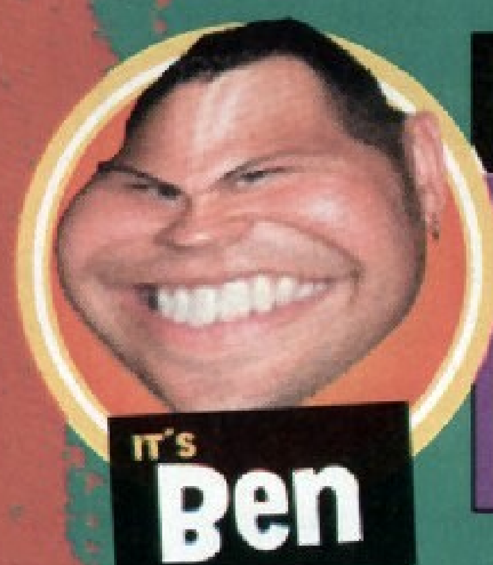
NICK ROBERTS

About: Nick's the Managing Editor – posh!
Most favourite game: Spy Vs Spy
Least favourite game: Moon Patrol
Quote: "Come on you lot – where's my text"



TOM SARGENT

About: Tom Sargent is not a policeman.
Most favourite game: Lucky Luke
Least favourite game: Pokémon anything
Quote: "Ello, ello, ello!"



BEN LAWRENCE

About: Ben's the King of cheesy grins.
Most favourite game: The Smurfs Nightmare
Least favourite game: Super Mario Deluxe
Quote: "Don't call me Gentle Ben!"



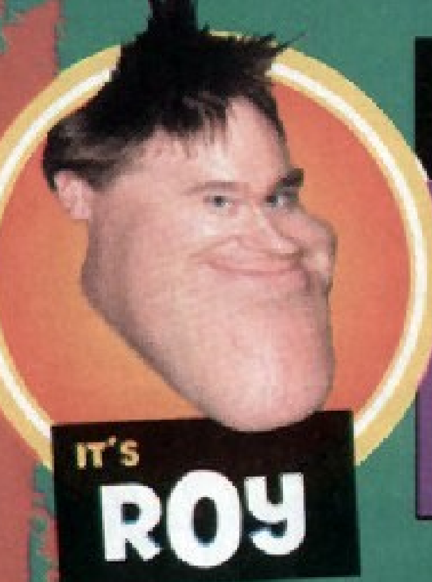
MARTIN MATHERS

About: Lord of the tips, Mart is cheat crazy!
Most favourite game: WWF Attitude
Least favourite game: Loves them all!
Quote: "Shhh, I'm laying the smack down"



JEM ROBERTS

About: Jem gets mistaken for a coconut.
Most favourite game: Spy Hunter
Least favourite game: Moon Patrol
Quote: "What you talkin' 'bout Willis?"



ROY KIMBER

About: Roy's an N64 man, but dabbles in GBC.
Most favourite game: R-Type DX (winning)
Least favourite game: R-Type DX (losing)
Quote: "I've got another competition Andy!"



STUART TAYLOR

About: Stu writes for TGN – our cool website
Most favourite game: Maya the Bee
Least favourite game: Klax
Quote: "No news is good news!"



Pokémon

They're multi-coloured, come in all shapes and sizes and all have gormless expressions – no, not the Teletubbies, Nintendo's hopes for the future ride with the Pokémon!

Pokémon is a craze which has taken the rest of the world by storm, and now it's our turn! Prepare yourself – Pokémon are going to be popping up an awful lot in the near future. There are toys, cartoons, lunch boxes, bed spreads… oh, and a few of Game Boy Color games too!

In an age where the next generation consoles like the Sega Dreamcast and Nintendo 64 are duking it out over who has the 'next best thing', Nintendo has cannily tapped into the Tamagotchi computerised pet craze of the late-'90s with its Pokémon series on Game Boy. Last year, *The Legend Of Zelda: Ocarina Of Time* on Nintendo 64 sold very well for the company, but 1998 saw record-breaking sales on its lower tech Game Boy – over 7.6 million Game Boy Colors have been shifted since the console was released last year – and that was due to the increasing demand for all things Pokémon.

The original two Pokémon titles on Game Boy have sold over 2.8 million copies in the US alone… that's a heck of a lot of cartridges for a 10 year old console, and we've got them reviewed over on page 12 this issue!

Monsters in your pocket

The long wait for Pokémon to reach UK shores is over. Sky One has been running the Pokémon cartoon on weekend mornings, perhaps unwittingly feeding the demand for the games that the series is based upon and Hasbro, king of toys, have an entire Pokémon range waiting to hit the shops.

School children up and down the country will soon be training their Pokémon, before battling it out with each other to see who is the true champion breeder. Once you've mastered the two original Pokémon titles, what next? Well, so far there is *Pokémon Pinball* and *Pokémon Yellow* and *Gold* on Game Boy; not forgetting the Nintendo 64's *Pokémon Stadium* and *Safari* (where you can transfer your Game Boy created creatures into 3D). Pikachu, the most famous of the 150+ Pokémon characters, has also had a starring role in the *Super Smash Brothers* beat-'em-up on the Nintendo 64. And as well as the cartoon series, there is an entire run of comic books based upon the Pokémon concept… and don't get us started on the obscene array of merchandise which is

Aww, it's the lovely Pikachu. Doesn't he have big ears!

Pokémon Stadium on the Nintendo 64 is shaping up to be a fantastic game – just look at those cool monsters you can fight with! Pokémon Yellow is coming to Game Boy too!

...n POWER!



available in Japan and the US (check out the bits on these pages for a taste).

So, be warned, whether you love them or hate them, Pokémon will be everywhere in the UK come Christmas!

MAD FOR IT!

Here a quick look at the Pokémon merchandising that will be available in the shops soon. Better start saving your pocket money!

Big Pikachu

£29.99

This cute and cuddly Pikachu stands at around 13 inches tall (from pointy ear to furry toe), and is sure to take pride of place on any discerning Pokémon fan's bookshelf.

Small Pikachu

£10.99

This smaller version of Pikachu measures at approximately five and a half inches tall, but is still no slouch in the cuteness department when compared to his bigger brother. Squeeze this fella and he squeaks – mind you, so do we!

Power Bouncers

£4.99 for 2

These transparent plastic balls each contain a Pokémon character, and can be bounced off of any solid surface – they can bounce pretty far too!

Pokémon Talking Figures

£9.99

These plastic Pokémon character figures come out with a characteristic phrase – which is essentially an assortment of bizarre gibberish – stand around three inches tall and look mighty fine indeed!

Pokémon Videos

The cartoon series running on Sky One has been collected on to a series of videotapes in America – no doubt it will arrive here soon as well.

Pokémon Trading Card Game

If you fancy a break from your Game Boy (and why would you?), then there is a whole card game based upon Pokémon. As well as a starter set of game cards, you can also buy booster packs separately.

Pokémon Music

Get down and groove to the phat Pokémon beats on this disco-diva of a CD. As well as the Pokémon theme song, groovy cats can also dig the PokéRAP. Does this mean that the first Pikachu single with backing vocals from Steps is not too far off?

Pokémon Pikachu

Nintendo has gone back to its roots with the Pokémon Pikachu, which is essentially a Tamagotchi starring Pikachu. As well as a virtual pet, this little dohicky also doubles up as an alarm clock.

Pokémon Power!



This is where all those mutated Pokémon monsters live. It looks like a lovely place – but quite violent. They're always fighting you know!

10 Funky Pokémon Facts!

10 More gamers bought Pokémon in America last Christmas than any PlayStation game!

9 Last summer millions of people visited the Pokémon Patrol in the States – these were Volkswagen Beetles customised to look like Pikachu!

8 The latest craze to hit Pokémon land is the Pokémon Pikachu – a virtual pet that you can take anywhere without worrying about poop-a-scoopas!

7 45 companies are working on Pokémon toys and merchandising – and it's all going to hit the shops here soon!

6 Pokémon Blue and Red were the best selling interactive games in March over in the States, outselling anything on the PC or PlayStation.

5 President Clinton has received letters from American kids stating that Pokémon is their favourite cartoon!

4 Pokémon monsters have been sold in the playground and downloaded via the Game Boy link-up cable for up to £7!

3 The number one rated kids TV show in the USA is Pokémon! It's now been picked up by the Kids WB satellite and cable channel.

2 Pokémon is the fastest selling Game Boy game ever beating anything starring Mario!

1 The number one reason the world loves Pokémon – Pikachu is just such a cutey!

Compo Crazy!

We've got a bundle of Pokémon goodness to give away to one lucky winner. A big Pikachu, small squeaky Pikachu, talking Pokémon monsters and Power Bouncers are waiting to be stuck into a Jiffy bag (with air holes for Pikachu to breathe of course) and send off to the lucky reader who can answer this question…

What was the name of the Pokémon games in Japan?

Was it…

A. Poke in the eye for you, mon!

B. Pocket Monsters

C. The big fat yellow blob game.

Answers on a funny postcard to this address: Pokémon Power Compo, Total Game Boy Color, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS.

Put Some Color in Your Life!

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Two massive games crammed into one cartridge, Micro Machines Twin Turbo is the unique racing game that captures all the action-packed fun of the massive console hit and transports it to the portable world of Game Boy Color.

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- Race 15 different vehicles across terrain ranging from the breakfast table to the chemistry lab
- A high level of AI, making the opposition more realistic
- Incredibly detailed graphics for both vehicles and map terrain
- Hidden bonus tracks and secret vehicles
- 14 different game modes, including a frantic multi-player option.

GAME BOY COLOR

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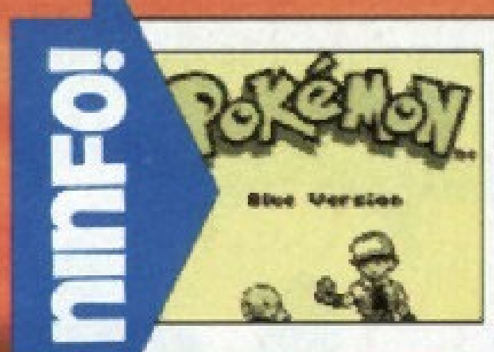
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NINFO!



How much?	£29.99
From who?	Nintendo
Whenz they out?	October
Kind of Game?	RPG/Trade



QUICK TIP!

The Pokémon games may only come in the old black and white format, but if you slot them into your Game Boy Color you will get a cool two-tone coloured effect!

Pokémon Red/ Pokémon Blue

It's Pokemania all the way from Japan!

Reviewed by **Tom**

Wanna become a hot Pokémon trainer? Well, come October you can nurture your very own all evolving pets! What's all this red and blue all about then? It's simple, they're effectively one and the same, but subtle differences in creature type make them both worth having.



The tiny graphics in the Pokémon games are very reminiscent of The Legend of Zelda – a game we all know and love. With special fighting elements, the games are varied.



Collect 'em all!

Some creatures are rarer than others, but by linking up with a friend you can track down the most sought after critters until you collect all 150! Viewed from a *Zelda*-style top-down perspective it's up to you to choose one of three domesticated Pokémons from the prof's lab and toughen him up by fighting weaker pets of you rivals. Don't expect to find all 150 in one pak though, you'll need Red and Blue if you stand a chance of becoming the most celebrated breeder.

Find, entrap and train all Pokémons found throughout the land – you never know when the next one will rear up out of the long grass to challenge you. It's like a mini-RPG with challenges, puzzles and fighting all playing an integral part of the action.



P, P, P, Pick-up a Pokémon!

Players choose a tamed 'starter' Pokémon, who is really only there to let players get to grips with the turn-based fighting before moving onto to stronger and further evolved creatures. It's a gentle learning curve and quite good fun building up, breeding and fighting the little fellas. Each one encountered (there are 15 different categories) is based upon a specific characteristic or element such as fire, water, air, bug, flora. It's very much like stone, paper, scissors to begin with as one element is better and weaker than one of the others.

All captured Pokémons are kept in a special Monster Ball adding to your collection. Remember, you don't fight at all – only your army of monsters does this. Just sit back and watch them kick butt!

One final word of caution; there are other trainers out their vying for the same honour – Gary is your main rival.

Both Pokémon games are fun and challenging. They'll keep you busy for hours!

Tom

If your Pokémon is a bit ill, you can take him in to see the vet and have him bring it back to life. Of course, you shouldn't fight your little Pokémon friends in the first place!

2nd Opinion!

I just don't get it

The Pokémon phenomenon just baffles me. It really is amazing how something so obscure and bizarre can take on in Japan, get exported over to the States were they then go mad for it – and can then take over the world. From what I can make out, the games are very simple affairs with nothing particularly original to offer. The characters themselves are freaks of a monstrous nature: ducks with shoes on their heads, caterpillars with beaks – it's nothing but a freak show! But then, the kids love it!

Nick

Train 'em up!

The best aspect of the games by far is the way you can customise each Pokémon through careful training and assisting them to their next stage of their evolution. For instance a captured Caterpie evolves into a Metapod, which in turn turns into a Butterfree – all the while becoming more powerful.

Total Game Boy Color Test your Strength!

Graphics! Small, Zelda-like sprites. ★★★★

Sound! Cool sound effects and music. ★★★

Playability! To be honest, quite limited. ★★★

Lastability! Lots of monsters, but similar games. ★★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 85%

A unique gaming experience



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How much?	£29.99
From who?	Nintendo
Whenz it out?	Import now
Kind of Game?	Pinball

COLOR? YES!

QUICK TIP!

The danger area when playing any pinball game is that small gap between the two flippers – make sure the ball doesn't drop down here and you'll be on for a big score (you don't say – Ed)!

Pokémon P

PING A PESKY POKEMON AROUND A TABLE WITH ALL YOUR MIGHT!

Reviewed by ROY

Hot off the Nintendo presses comes the latest and possibly greatest Pokémon inspired game. *Pokémon Pinball* is fairly straightforward – it's pinball with Pokémon, simple as that! While we wouldn't want to suggest that Nintendo are trying to get as much mileage as possible out of their latest characters, that does seem to be exactly what they're up to.

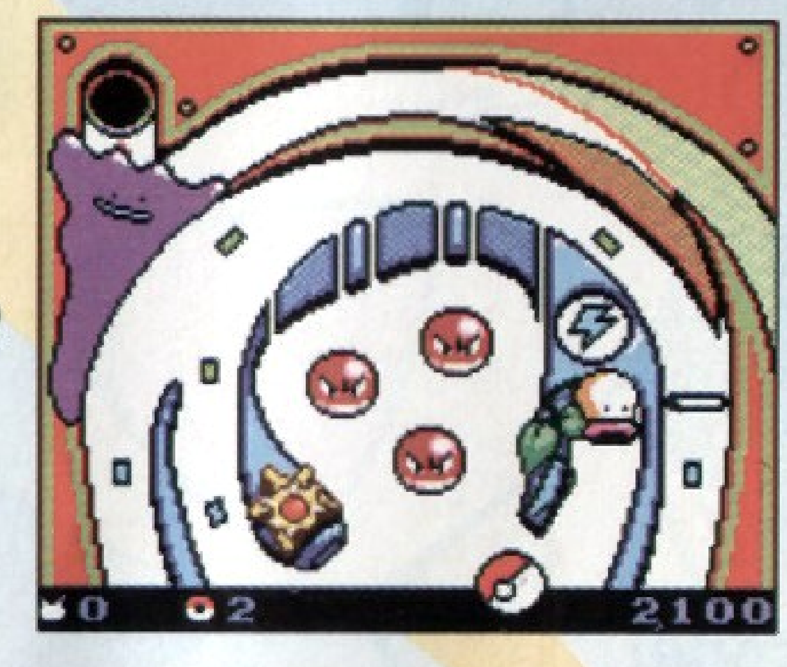
As you probably know by now, Pokémon are small creatures with strange powers. In the strange alternate world that they live in humans capture and train them to fight one another in tournaments. *Pokémon Pinball* continues the theme of capturing Pokémon – when you begin the game you're offered a choice of two different pinball tables, a red one and a blue one. The red and blue theme is one which runs throughout the Pokémon games, the theory being that there are usually two versions of a game with certain Pokémon only being available in each. This means in order for players to 'catch' all the Pokémon they need to play both the red and blue versions!

Pig in a Pokémon!

After choosing the colour of your table the game begins with a Pokémon egg in the firing chute of the pinball machine. The Pokémon eggs are what the Pokémon trainers hold their Pokémon in once they've captured and tamed them. The egg therefore replaces the ball from an ordinary pinball table and various Pokémon characters are scattered around taking the place of the bumpers you'd expect to find.

Operation of the pinball machine is straightforward – two flippers at the bottom of the screen are used to prevent the Pokémon egg from dropping off the table, and that's basically it for the gameplay apart from one thing.

Obviously this being *Pokémon Pinball* there's got to be some kind of link to the 'catch 'em all' theme. This comes about via special holes on the pinball tables. If you manage to knock a Pokémon egg into one of these holes then the picture in the centre of the screen changes to



The graphics in Pokémon Pinball are colourful and everything moves along at one hell of a pace!



Pinball tables have been converted into videogames for years – but not many on Game Boy.

"An addictive adrenaline action game in it's own right!"

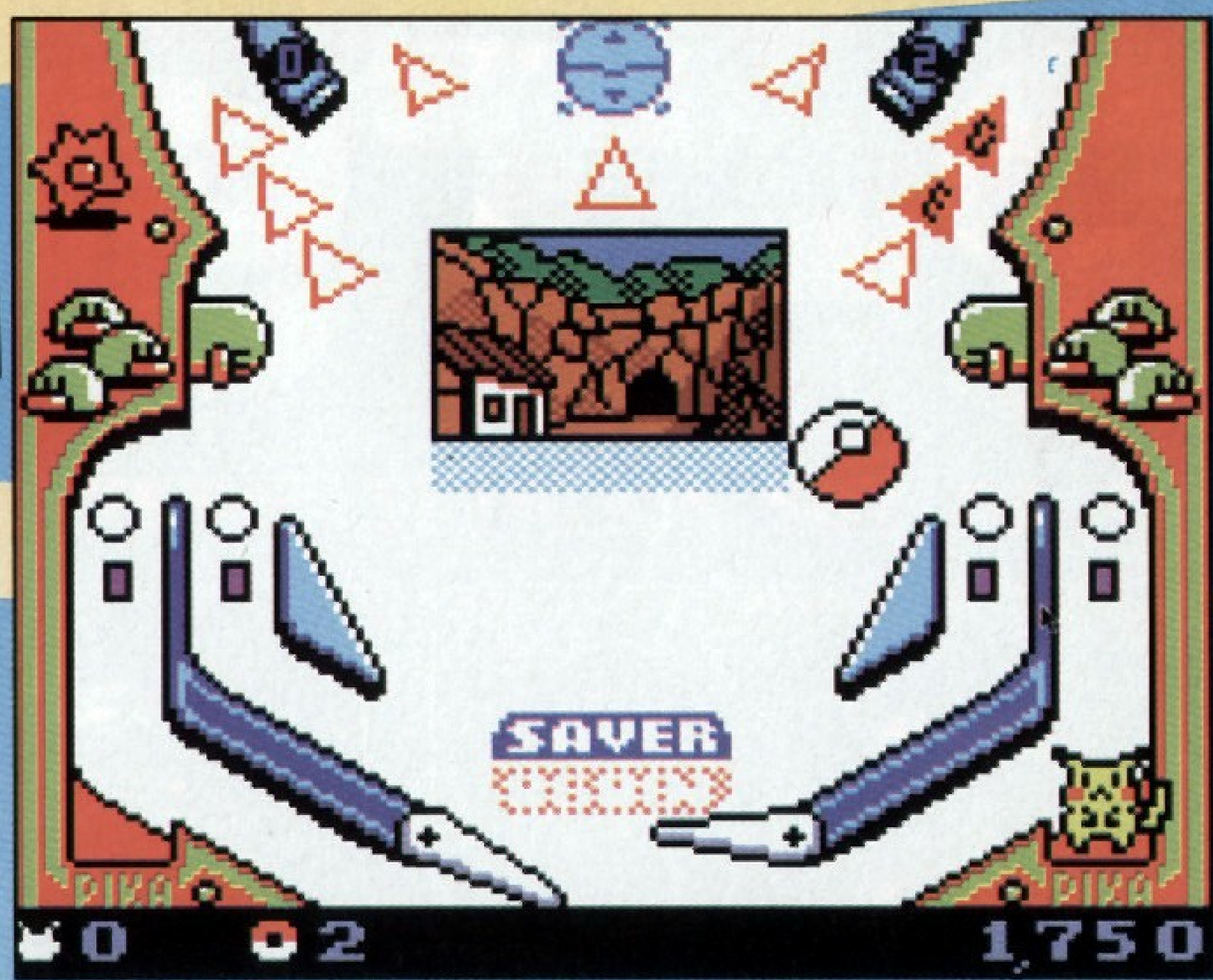
PINBALL



Yes, just when you thought it was safe to look at a Game Boy Color, the paralysing Pikachu is back!



The game offers a subtle clue as to where you've got to aim your Pokéball – follow the arrows!



There's a small screen in the background of the pinball table that shows pictures as you play – cool!

show a Pokémon depicted in black and white.

You then get a limited amount of time to strike the different sections of the picture with your Pokémon egg. Each time you hit the picture, a section it gets coloured in. Colour the picture in completely and the Pokémon magically comes to life, hovering around. At this point you're told to 'catch it' and you then need to hit the Pokémon with the egg to trap it inside. Do this successfully and a chute appears. The last thing you need to do therefore is to direct the Pokémon egg into the chute. Do this and you successfully catch the Pokemon! The more Pokémon you catch, the more points you get – can it get any more exciting than this?

Does it pack a poke?

Frankly, *Pokémon Pinball* is a bit of a disappointment. With just two tables to play on the variety isn't as good as games like Hollywood Pinball with its range of tables. This is particularly bad when you consider that there really aren't that many features on the two *Pokémon Pinball* machines. As the ball moves around the table the screen doesn't scroll to follow it either, instead it flips the picture to show the top or bottom of the table as the ball moves which can be quite disorienting and doesn't allow you to track the progress of the Pokémon egg all that easily.

The controls in the game aren't tremendously responsive either and as a result it's easy to lose your Pokémon egg far too often. The result is a game which isn't particularly exciting, doesn't really play that well and unless you're someone obsessed with Pokémon it probably won't appeal to you. Pinball can work on the Game Boy Color, just not this version of it.

ROY



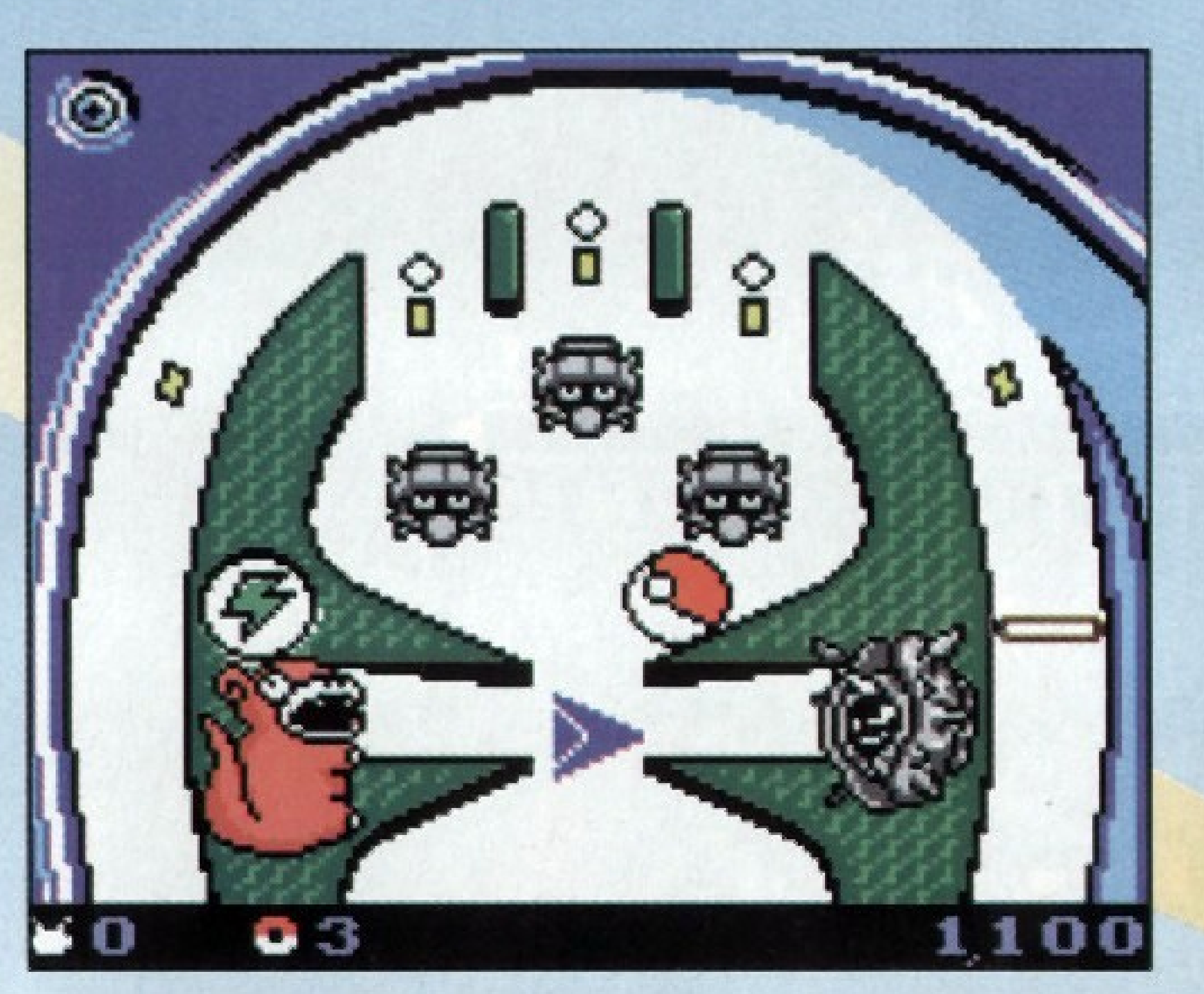
2nd Opinion!

POKE IN THE EYE!

Get ready for some Pikachu-tastic pinball perplexity, in this excellent extension of the Pokémon franchise. This is not just a shameless cash-in on the Pokémon phenomenon, but an addictive adrenaline action game. It's easy to get to grips with and impossible to put down. If you play *Pokémon Pinball* in public, don't be too surprised if you get some strange looks from other people, because this cartridge vibrates! Every nudge and bump can be felt, which adds a great touch to an already great game!

STU







Successfully colour in a picture and the Pokémon will appear before your very eyes!



It's the Pokémon puzzle! Hit the squares with your ball to build up the picture.



There isn't really a lot happening on the two different tables. A bit rubbish really!



TOTAL GAME BOY COLOR
Test your strength!

GRAPHICS! Bright and colourful. ★★★★

SOUND! Not the best – come on Nintendo! ★★★

PLAYABILITY! It's pinball – what more can we say? ★★★

LASTABILITY! Soon gets tedious. ★★

OVERALL! 65%

A BIT SIMPLE, BUT IT'S GOT POKEMON IN IT!





ninfo!

How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now!
Kind of Game?	Shooter



QUICK TIP!
Be choosy with which power-ups you collect as you fly along. When you've got one of the more powerful weapons don't pick up a less-powerful weapon by mistake – it'll do you no good.

R-Type DX

ONE OF THE GREATEST SHOOT-'EM-UPS EVER!



If you were looking to buy a shoot-'em-up, you couldn't do much better than R-Type.



Some levels have backdrops, others have walls, they all have hordes of maniac aliens!



The key to success in the game lies in picking up power-ups and using them at the right time.

"A superb shoot-'em-up with a few small niggles!"

Reviewed by ROY

Shoot-'em-ups are brilliant, and *R-Type* is one of those games which has been around since what seems like the dawn of time. Well okay, not quite that long perhaps but for a while anyway.

The plot is simple: you take control of a state-of-the-art combat craft and pilot it through level after level of sideways-scrolling scenery obliterating anything that stands in your way. Although this is the first R-Type game to reach the Game Boy Color two games have already appeared on its parent the Game Boy. *R-Type DX* is basically a combination of these two games.

This cool shoot-'em-up boasts a total of five different games on the one cart, those being the two black and white R-Type titles, the same two games in enhanced colour and the new *R-Type DX* game.

Black & White Fun!

While all these different games sound great you're basically only getting three games for your money – for while you can play in 'original black and white' it's still the same game you're playing and let's face it, if we wanted to play in black and white we'd have stuck with the original Game Boy!

As far as the three colour games go though you're getting great value for money, although it's probably more accurate to call them modes rather than games. The graphics overall are sharp and colourful and the animation is excellent.

Slugworthy!

Having praised the visuals, the craft that you control does handle a little sluggishly and there are other disappointments. One of the best things about the original game was



2nd Opinion!

This is my type!

Ah, now I remember *R-Type* (cue misty-eyed recollections of playing the king of shoot-'em-ups on the long defunct PC Engine, back in the late-Eighties). Many, many hours were spent bringing justice back to the galaxy by royally whupping the xenomorphic butts of the Bydo Empire. And I'm chuffed like nobody's business that I can play this true beauty all over again on Game Boy. It looks good in black and white, but lawks-a-lordy, it really zings in colour! If you've never played *R-Type* before, get this. Simply marvellous!
STU



Woah! You have to be very careful when flying through walls!



The blue and green line in a special laser weapon that murders everything!



When an enemy flashes white, you know your bullets are hitting home.



The big end of level boss on level one – ain't he ugly?



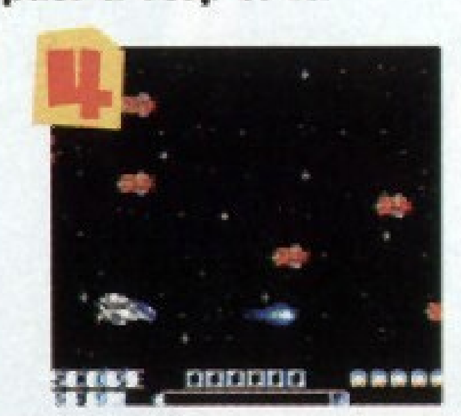
FIVE GAMES FOR THE PRICE OF ONE!

Yes ladies and gentlemen, Nintendo are offering you not one, not two, not three, not even four, but five, yes that's right, five whole R-Type games! All the R-Types you could ever possibly need and all on one unbelievably compact cartridge! Has the Nintendo marketing department gone crazy? Probably! Is this great value? Definitely! Rush out and get yours before Hiroshi Yamauchi finds out what's going on and puts a stop to it!

1

2

3

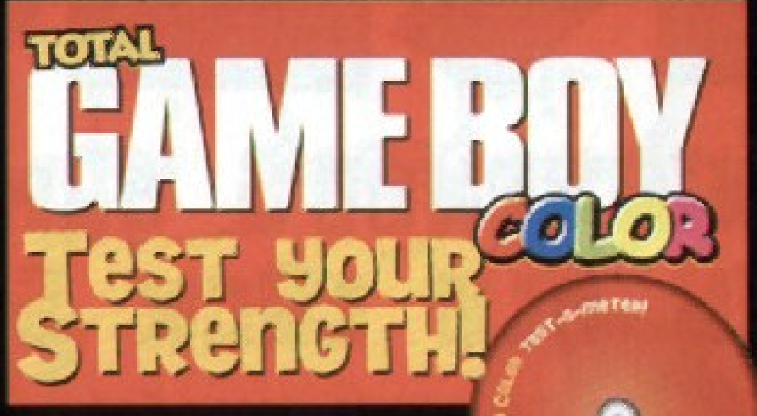
4

5


the huge blast of energy you could release from your gun by charging it up. The energy is still there in this version but the blast is disappointingly puny.

Another annoying thing is that when you face the end-of-level bosses you need to hit them in specific areas to kill them. However the bosses don't indicate whether your shots are having any effect until they finally explode – they could at least change colour or something so that you know you're shooting in the right place!

In summary, what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a 90% title. It should still keep fans of the genre going for quite some time!

ROY



GRAPHICS!
Colourful and fast sprites.
★★★★

SOUND!
Great arcade-style effects.
★★★★

PLAYABILITY!
Classic shooting action all the way!
★★★★

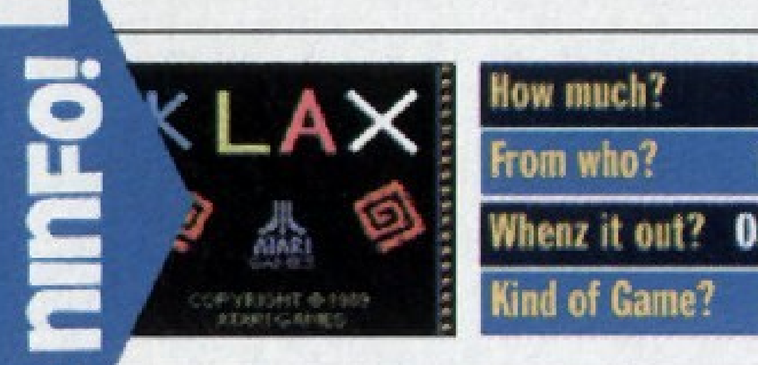
LASTABILITY!
Five games on offer – wow!
★★★★

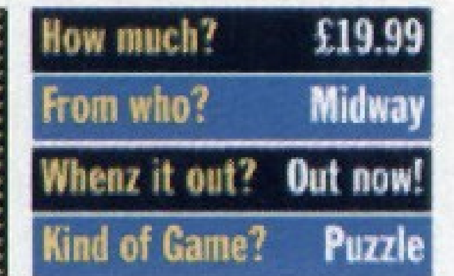
OVERALL!
85%
THE PERFECT SHOOT-EM-UP!

He-man! Butch! Weakling! Wimp!









How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Puzzle



Nintendo's Game Boy Color in old cack shocker!

Another arcade classic finds it's way onto the Game Boy Color – and this time it makes sense!

Whether you got frustrated and exhilarated with the original in your local arcade pit, or playing at home on the ZX Spectrum, the latest incarnation, only available in colour, is guaranteed to make the queue at Alton Towers seem shorter.

The point of the game is, and always has been, to create a 'Klax Wave' by joining together three or more blocks of the same colour as they roll off a conveyor belt – hmm. A puzzler where you're timed to link coloured blocks together – very original.

Hard Times

Then again, originality doesn't really matter because like all puzzlers, it's unbelievably frustrating, and therefore addictive.

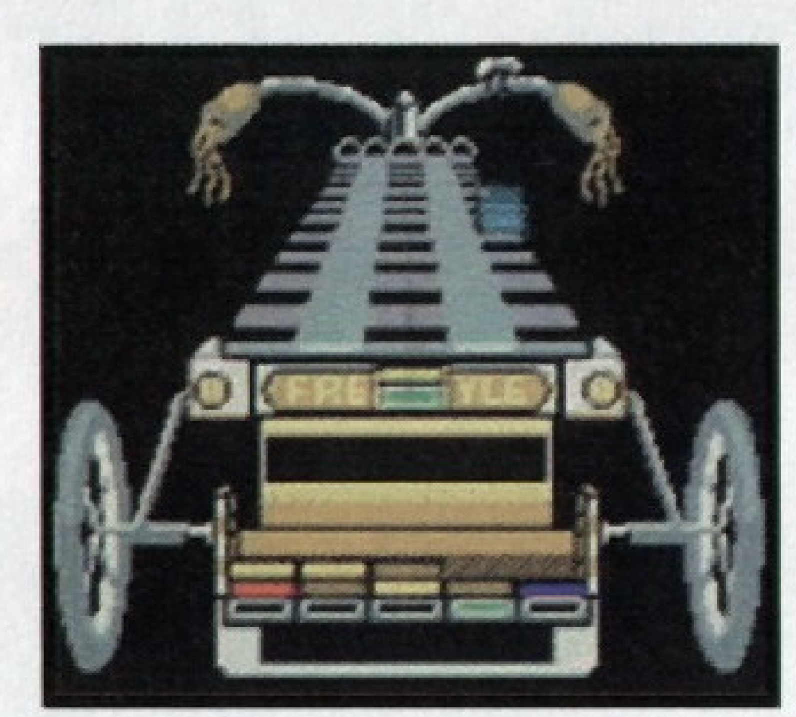
At times, the similarly coloured blocks make it stupidly hard to play, but then that's the whole point of a puzzle game. On the Game Boy Color this kind of game excels and, with some good attempts at digitised speech and a reasonably easy listening tune to play along to it will certainly pass an idle hour.

It would however be untrue to say that this version of *Klax* taxes the Game Boy Color's capabilities to the utmost and, beyond vague time-killing challenges, there isn't much of a game here if you want value for money.

I'm afraid this is a game for temporary boredom relief, or pure nostalgia only.

Jem

Reviewed by Jem



Ooo, watch out for that coloured splodge coming down the chute!



When the yellow tiles come into play, things really start to get exciting. I'm sorry, I can't take any more!



Paperboy

This game has been a-round!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Arcade

You remember it don't you? Of course you do. The eponymous *Paperboy* is back, and this time he's about seven pixels high! Say what you like about this classic arcade curio, at least it makes pretences at having a plot.

Who came up with such a bizarre idea in the first place? In *Paperboy* you play the said news deliverer as he makes it through the week cycling up streets filled with radio controlled cars, dastardly dogs, threatening thugs and stupid sunbathers. You must avoid these objects (that apparently are as hard as iron) and throw your papers at the correct houses before trying your chances on the optional assault course conveniently placed at the end of each street.

Reviewed by Jem

Oops! Looks like Paperboy has met an untimely end.



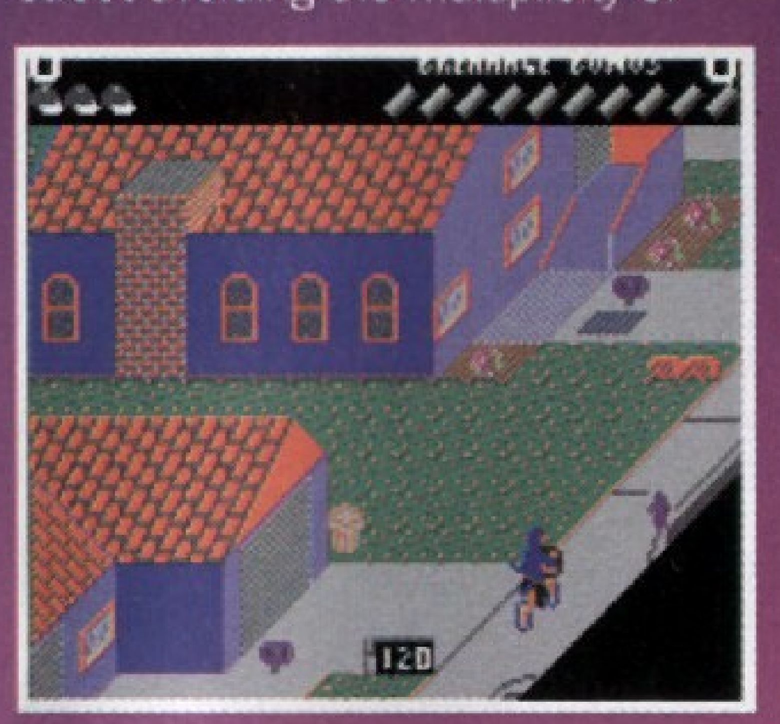
The remote controlled car is one of the trickiest obstacles to avoid – it gets under your wheels.

The Boy Done Good!

In addition to these wonders of gameplay you can hit passers by and perhaps even catch the odd thief or two. The Game Boy edition does not change this format one iota. The challenge of Paperboy has always been a trifle vague, but on the Game Boy Color this is even more true. Even on the easiest street avoiding the multiplicity of hazards is made laughable by the tiny graphics, and the music is maddening. At least you can turn this off, though.

All in all, this edition of *Paperboy* maintains what little charm the original ever had, and if you were a fan of that, you're bound to want this pocket version, no matter how fiddly the gameplay.

Jem



Now who would live in a house like this? David – it's over to you! Well, they're ugly aren't they?



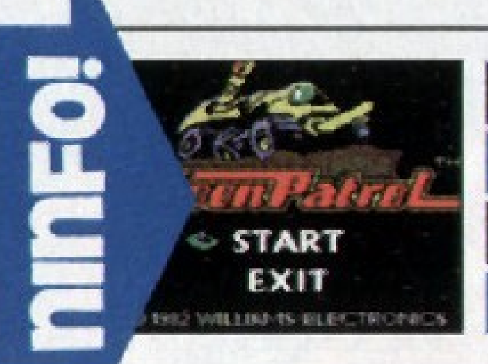



Games used to look like this when your dad was at school – go on ask him, see if he remembers!


Spy Hunter was considered a classic in its time – obviously games have improved since then!

A bargain pack from the arcades!

ninfo!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Compilation



Moon Patrol/ Spy Hunter


Somehow, the great gameplay of the ZX Spectrum original has been lost in the conversion.

Reviewed by Jem

It's hard to tell whether it's because the graphics are so fiddly or not, but ancient arcade games seem a great deal harder than we remembered. Of the two games given on this one value for money cart, this is certainly true of *Moon Patrol*.

The game is basically one step up from *Space Invaders*, as you site in a tiny pink space van, jumping over craters and shooting UFOs, but when the sky is full, you have a real challenge on your hands. The great number of continues makes it very easy to progress to Champion Mode, however.

Mince Spies!

Spy Hunter does not give such a rosy view of the old school games, however. The driving, though very simple, is fun, but the directions are vague, and the overall effect and entertainment value are so primitive it doesn't make for a thrilling ride.

Both games are available for normal Game Boy as well, which underlines the fact that colour does nothing for these games but make them look garish and not a little camp.

Two for one is definitely good value though, and *Moon Patrol* offers an interesting challenge. A decent compilation.

Jem



ninfo!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Compilation

Joust/ Defender

Did games really look like this once?

Reviewed by Jem

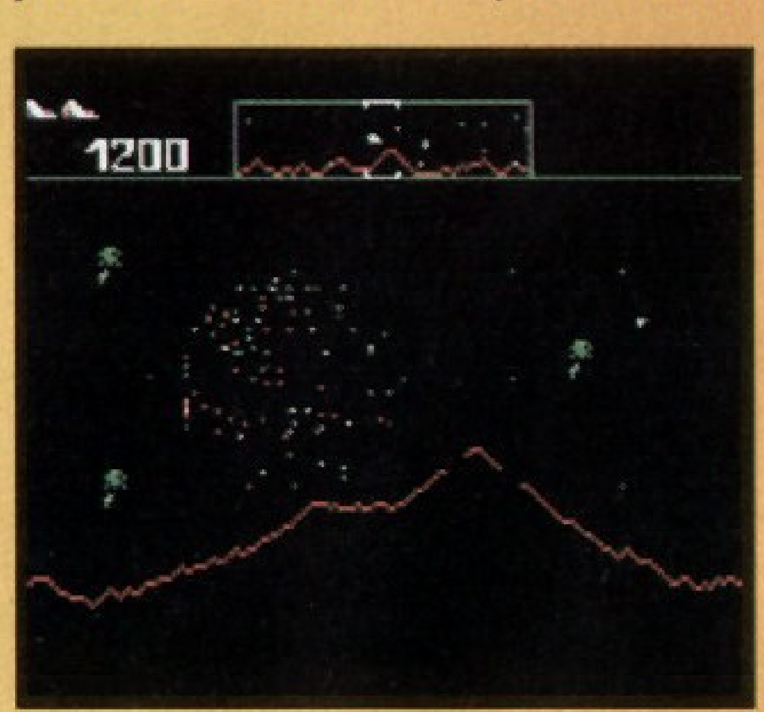
There are arcade classics and arcade classics. These two, dating from 1980 and 1982 respectively, are more archaic vintages than retro classics. *Joust*, a simply surreal one screen beat-'em-up prototype and *Defender*, a scrolling shoot-'em-up, definitely provide fantastic value for cash for fans of the oldies, but for you kids brought up on 3D adventures and state of the art FMVs, they will not provide a stunning introduction to eighties arcade.

Double Jeopardy

Joust is a testament to the amount of mind-bending drugs taken by game designers – you play a medieval knight flying around on an ostrich, jousting with similarly ostrich-based characters. *Defender*, on the other hand, is a decidedly basic *Space Invaders*-style game, in which you have to fly around vanquishing alien enemies, but the graphics look more like a parsnip squeezing tomato sauce at a load of peas.

You'd have to be either a glutton for punishment or an early videogames nut to get really excited about either game, even in the colour editions; especially when you consider that the options allow you up to 99 lives, removing even a decent challenge. However, if you must have genuine colour retro, on your head be it.

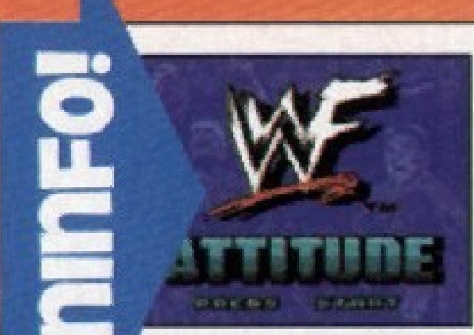
Jem


If you squint you can just about make out a lovely firework display happening over the hills...!


'Thy game is over'? Thank God is all we can say! This kind of retro-rubbish should be banned.



ninfo!



How much?	£24.99
From who?	Acclaim
Whenz it out?	Out now!
Kind of Game?	Fighting



QUICK TIP!
Whatever you do, make sure that you use your finishing manoeuvre on your opponent every opportunity you get. Not only does it look cool, but it really puts the hurt on their energy bar.

Reviewed by MARTIN



Right, here we've got the Road Doggy Dogg doin' it doggy style, apparently.

BIOGRAPHIES
STATS
Height: 6'2"
Weight: 287 lbs.
From: The Boiler Room
MANKIND
Trademark Finisher: The Mandible Claw

If you want to know your wrestlers, why not read their biographies?



In a cage match, you don't want to run into the walls – it'll hurt!



A big backdrop coming up... ooh, that's gotta sting!

PLENTY OF FUN WITH THE MEN IN LYCRA

WWF ATTITUDE

Ahh, wrestling. No matter how fake it might be or how much people say it's not really a sport, wrestling has never been more popular. Whatever it is about sweaty men running round in tight pants, it's certainly exciting to watch... if you're into that sort of thing!

The best thing about it is that wrestling is one of those sports that works well as a videogame. There have been a whole host of WWF titles over the years and *WWF Attitude* is the latest in the series. With the transfer into colour since *WWF Warzone* a year back, this new title raises the stakes a little.

There's certainly a lot here to be getting on with – 20 different characters, each with their own trademark finishing manoeuvres and six modes of play including WWF Championship, Tag Team and even a Cage Match. There are even biographies containing background info on all wrestlers in the game. Great!

I'LL KICK YO ASS, BOY!

Laying The Smack Down

When you get down to it, it's a fighting game. Admittedly it is rather gorgeous to look at, even if the music is hideously annoying and will have you turning the volume down in an instant. The actual game is entertaining, if not at all taxing. Much of the time you'll be stabbing the grapple button trying to pull off one of the slightly repetitive moves that all the wrestlers share. It's a good laugh in short bursts but can prove grating if you keep it up.

Password Progress

Progress through the different modes is marked by passwords that have to be written down – while such tournaments as the 'King Of The Ring' only last a few fights, career mode can go on for what seems to be a lifetime. It's good fun to see how far you can get before you get pummelled by someone without you even realising it though.

2nd OPINION!

STRANGLEHOLD!

The characters in this game have been very well portrayed particularly considering the limitations of the Game Boy Color. However compared to wrestling games on other formats there is a distinct lack of moves and this limits the level of interest as playing with one wrestler is much the same as playing with another. While this is a fairly good attempt at a wrestling game for the Game Boy Color it's not really tremendous fun and you've really got to ask the question: do we even need this type of game for this console?
ROY

Obviously, wrestling fans are going have a field day with this one – the characters are really up to date and it's quite a snazzy little title overall. However, anyone who has even a slight doubt may want to try before they buy as it can get quite dull if you're not totally into the WWF.
MARTIN

"Wrestling fans will have a field day with this one!"



Some of the characters are just too weird. Meet Gangrel, for instance – he's 6' 3", blonde and a vampire. Nice.



If the other guy is lying on mat without moving, why not try to help him up with a nice elbow to the face?

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Well drawn and detailed. ★★★★

SOUND! One annoying tune. Yuck. ★★★

PLAYABILITY! A good laugh for wrestling fans. ★★★★

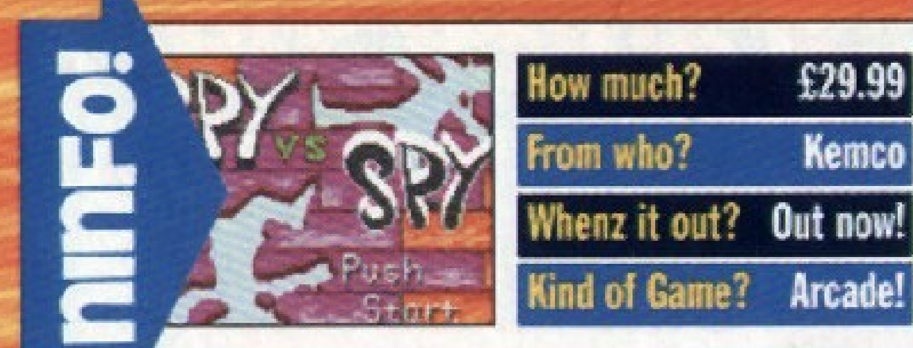
LASTABILITY! Can get a bit repetative at times. ★★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 80%

THE BEST WRESTLER ON THE GAME BOY!

ninfo!



How much?	£29.99
From who?	Kemco
Whenz it out?	Out now!
Kind of Game?	Arcade!

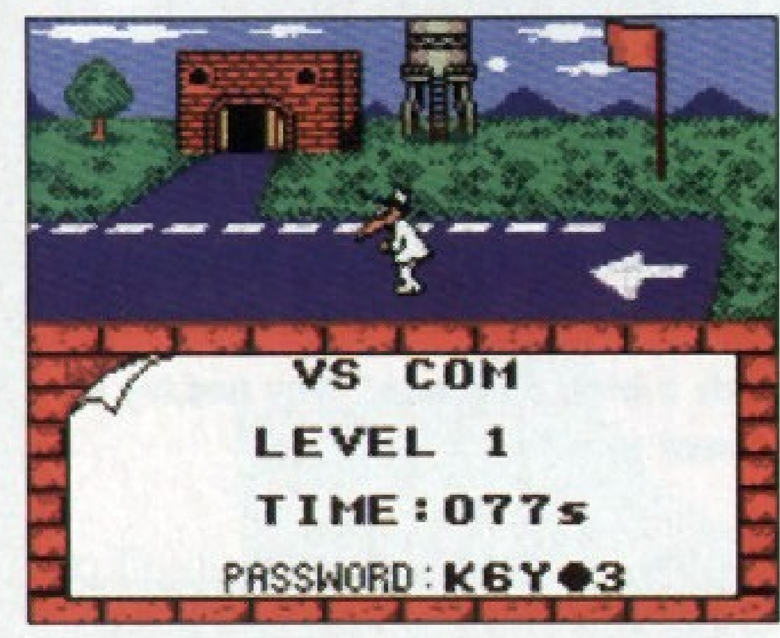


QUICK TIP!

Every now and then you will encounter the other spy, wandering around the house. He will start a fight with you, but it's often better to run away and hide than stand up and fight!

Spy Vs Spy

Two beaky blokes beat the bums off each other!



Between each level you are treated to a little animation sequence to set the scene. There are passwords to note down too.



You can set a booby trap on any piece of furniture, or on the doors. When the other spy comes along, it will blow up in their face!



From the start of the game you can select any of the missions to play. There's also the choice of choosing the White or Black spy.

This is one of those few retro games that actually show the old days in a good light – *Spy Vs Spy*, based on the old Mad cartoons, is a well-crafted, strangely compelling and… well… mad game.

You can choose to take on the guise of either the White or Black Spy, odd sharp-nosed figures. Then you can select from one of four missions – Space Rocket, Speed Boat, Spy Car or Stealth Jet. You have simply got to beat the heck out of your dastardly opponent.

The Spy Who...

For each mission (of which there are many variations, with lots of different levels of difficulty) the commander will tell you exactly what to collect, and it is your job to race around a house looking under chairs, inside safes and absolutely everywhere until you've found the items. These items include binoculars, keys, a top secret disc and password book. Once found, you must exit as quickly as possible.

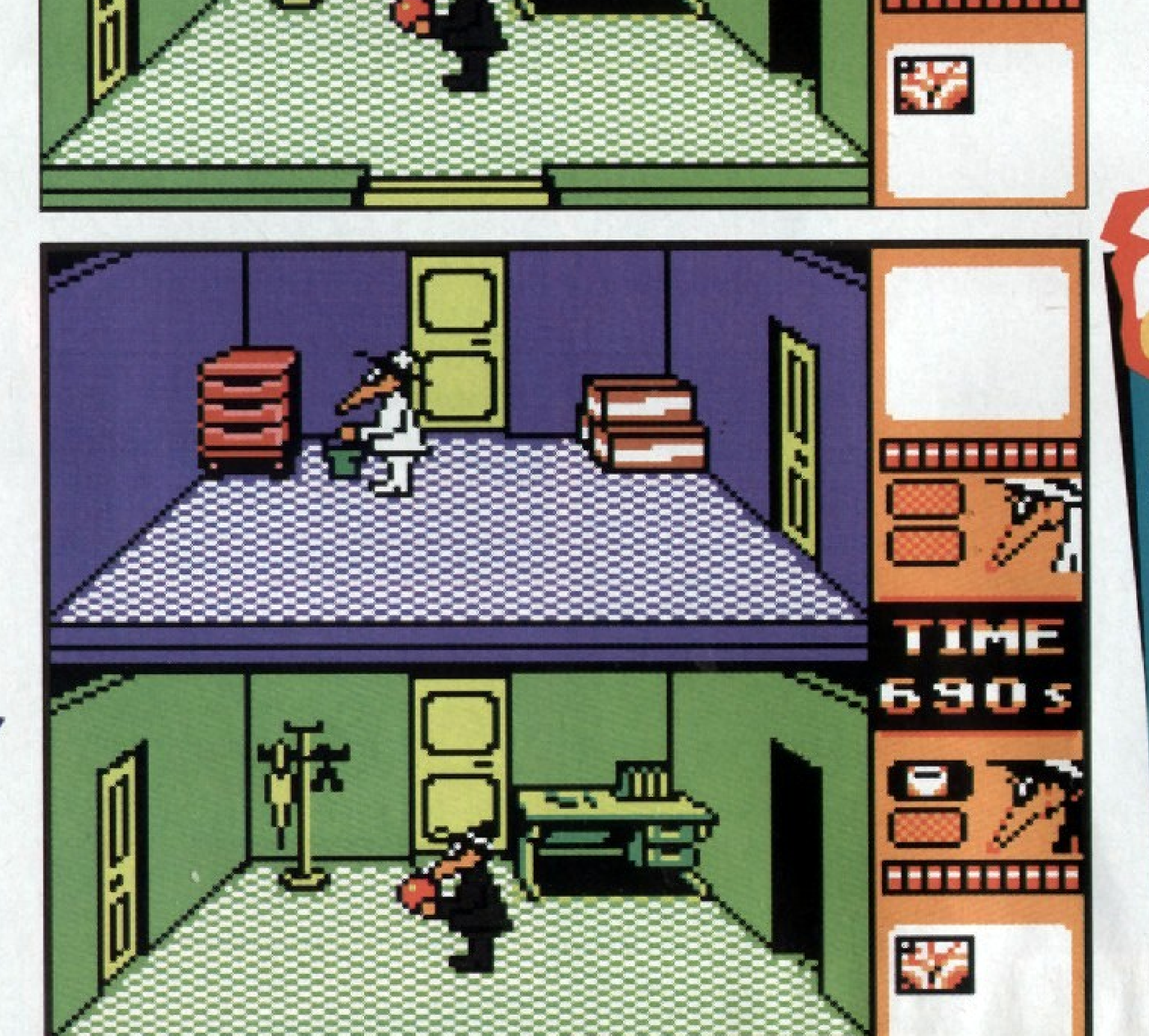
...Gagged Me?

The missions are quite tricky as the other spy is in the same house, also looking for the items and you're both armed to the teeth! If you meet nose to nose, it's a terrible slug-fest until the other is playing his harp. In addition to finding the items, you can also pick up cool weapons and leave bombs and acid drops around the house for them to stumble into later.

All in all, especially when you consider the wide variety of options and the ability to play against an actual friend or foe, *Spy Vs Spy* is a terrific buy. The game has a sly sense of humour, top tunes, and the cool colour graphics are so detailed you'll be puzzling away until doomsday. By the way – if anyone knows exactly what these freaks are actually all about please write in. We're foxed!

Jem

Reviewed by Jem



Hunting High and Low

Before you can get anywhere in this crafty little game, you and your annoying enemy have got to pick up the needed tools from the house. The folks at Kemco have created an immensely detailed little abode for you to rip apart – just check out the tiny little fish in the tank, and they're even watching 'Top Gear' on telly!



2nd Opinion! What big conks!

Flippin' heck! I remember this game. I played this on my crumbly old ZX Spectrum when I was just a nipper (don't tell me that must be a long time ago)! The game hasn't changed much – just got a bit more colourful. Planting booby traps for the other spy to walk into is excellent, but walking into traps yourself isn't. The animation is small but perfectly formed with the guys turning into angels and floating up to heaven playing harps when they die – neat! If you want lots of fun for not much cash – try out *Spy Vs Spy*!

Nick



Graphics! Simple but effective. ★★★

Sound! The usual beeps and bops. ★★

Playability! Tough to learn, but great fun! ★★★★

Lastability! The frustration factor will hook you. ★★★★

Overall! 77%

Forget 007 – become a sly spy!



How much?	£24.99
From who?	Acclaim
Whenz it out?	Out now!
Kind of Game?	Platform



QUICK TIP!

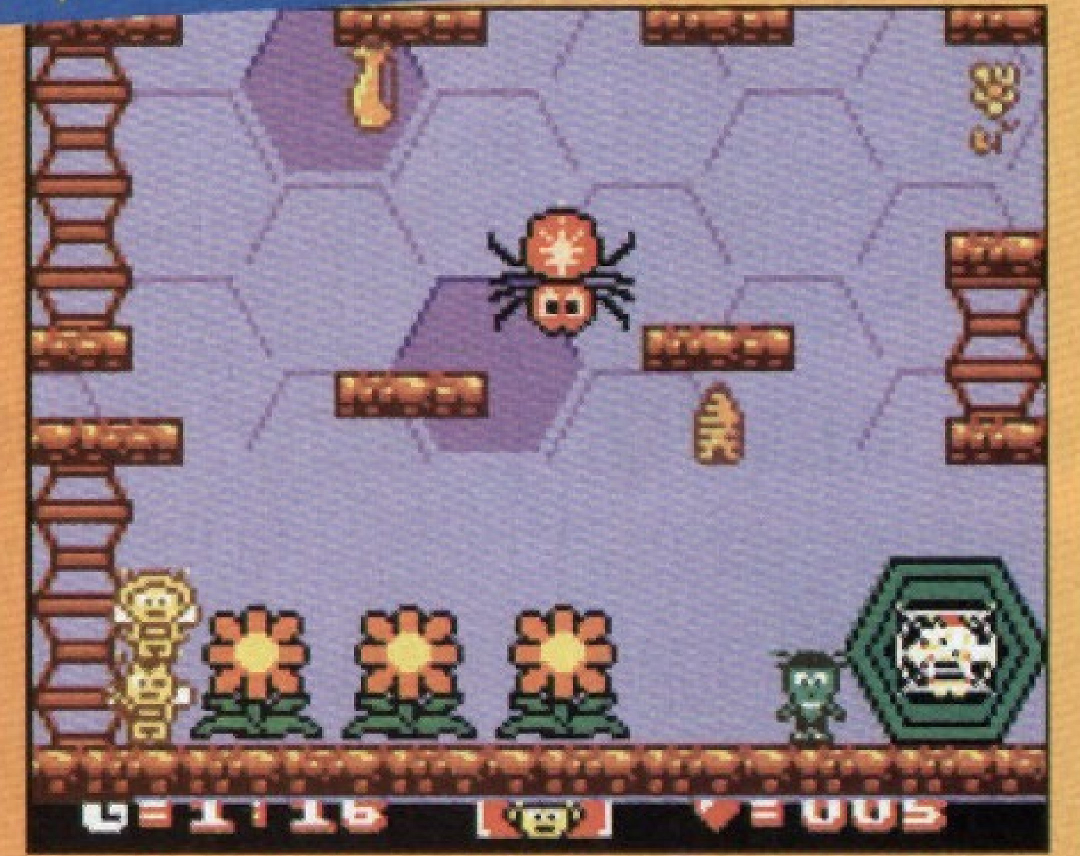
The first thing you need to do is get the hang of each of the three characters. They all have different attributes and abilities, and to succeed you need to know what they are off by heart!

"it doesn't take long before you're buzzing around!"

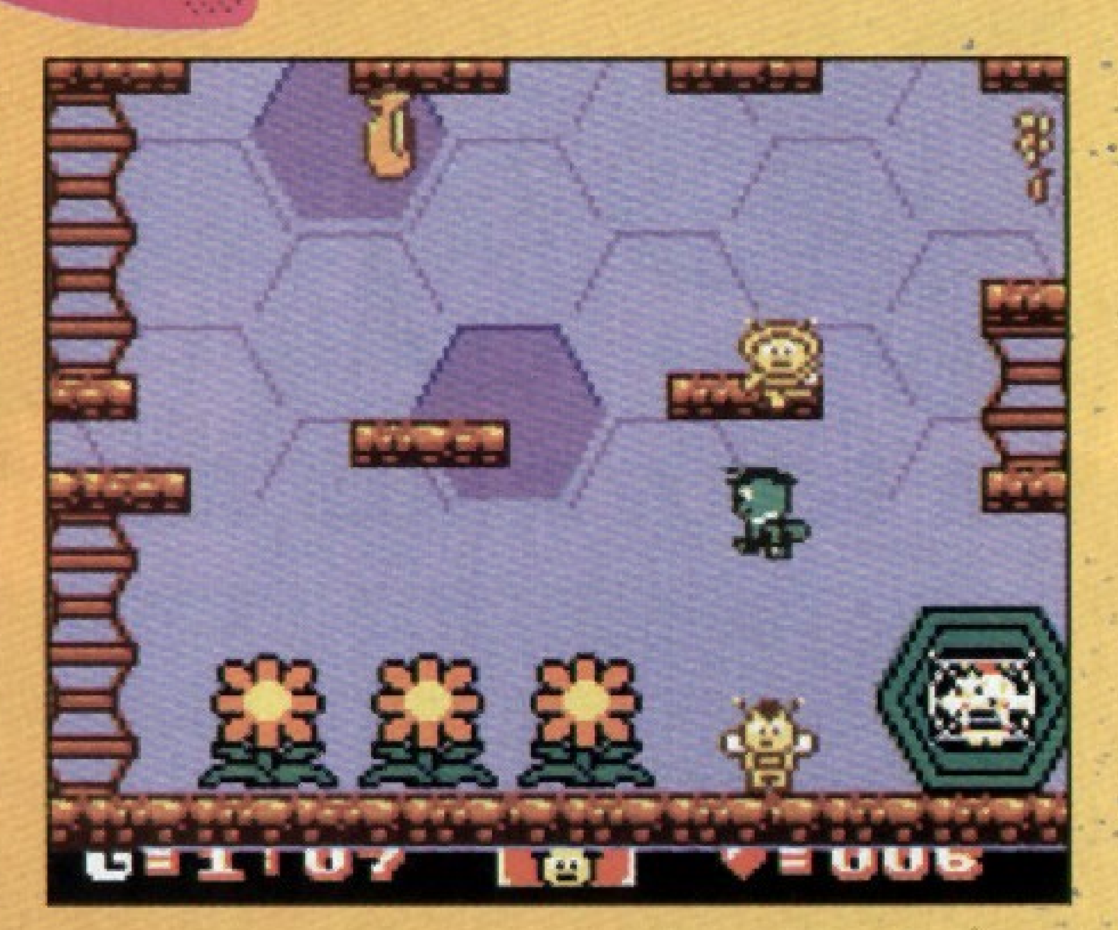
Reviewed by STU



Maya uses Flick's head as a springboard – what else are friends for?



Maya and her friends need to move fast if they are to save the flowers from the spider.



Want Maya to reach a high platform? Why not try a three-character tower combo?

Maya The Bee



Maya the Bee is as sweet as a honey tree!

Over in Germany Maya the Bee & Her Friends is a top-rated TV show, and judging by the quality of this game, she may well end up buzzing her way over to the UK soon! Initial looks are highly deceptive, because at first glance Maya appears too fiddly and complicated to get the hang of. But once the control system has been mastered, there is an exciting and addictive arcade puzzle game dying to drain your brain cells... and batteries!

The Game Boy Color Test-o-meter! Hum Dinger!

Buzzin' around!

The plot of the game tells the story of how some of Maya's friends have been bee-napped by an assorted band of creepy-crawlies. It's up to this cunning bee and her two best buds, Willie and Flip, to rescue their friends and foil the dastardly plans of the bogus bugs.

You can control all three of the characters, one at a time and they each have different attributes. For instance, Maya can lob Willie around the level and also flick switches – essential for rescuing the trapped friends. Willie is multi-skilled, as he can fly over thorns, can be stood on (great for reaching a higher level), used as a ride and can also swim. Whilst Flip can jump higher and, most importantly of all, also be used as a trampoline – the other characters literally bounce up off of his head. Combining the skills of each of the character is essential if you are to successfully rescue your insect buds and keep the bad guys away from your honey stash.

Utterly Bee-lightful!

It takes a while to get the hang of *Maya the Bee*, but once you get used to the idea of flicking back and forth between the characters it doesn't take long before you're buzzing around like nobody's buzziness (sorry!).

Maya the Bee is dual format, meaning that it can be played on all black and white Game Boy's as well as the new spangly Color format. The truth be told, it does look and feel a lot better in Color, but either way, *Maya the Bee* is a sheer bee-light to play!

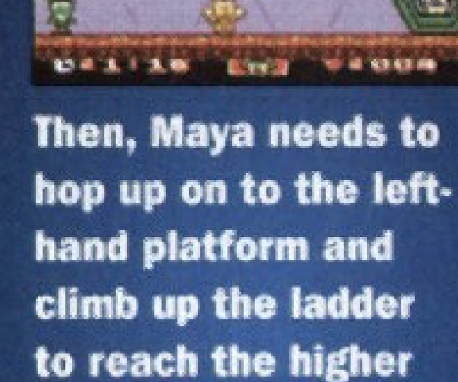
STU

Bee-Ginners Guide!

Getting to grips with Maya can be daunting at first. Here's a guide to the first level...



1. First of all, get Maya the Bee to jump up on little Willie's head. He won't mind, he's got a flat head anyway!



2. Then, Maya needs to hop up on to the left-hand platform and climb up the ladder to reach the higher platforms.



3. Your timing needs to be sharp you need to whip the key on the left and move to the right before the spider drops.

4. Now take control of Willie and use Flip as a trampoline to reach the platform. Climb up to Maya and take control of her again.



5. Maya can pick up Willie and lob him, protecting the pollen jug – you should pick up the jug and knock out the bug.



6. Get Willie to stand by the captured friend and then Maya the Bee can flip the switch setting him free. Hooray!

2nd Opinion!

The Birds and Bees

Small and sweet is probably the best way to describe *Maya the Bee*. The graphics are really tiny, you have to strain to see them on the Game Boy Color screen, but their size is also their charm. To be honest, the game does take some time to get into. All the changing from one character to another and getting them to do different things is a mite mind boggling until you've been playing for quite a while. When you do get things going though, there's a lot of fun to be had with the game. Give it a try!

Nick



Graphics! Tiny but cute sprites. ★★★★

Sound! Bizzy, buzzy sound effects. ★★★★

Playability! Unique gameplay with three bugs! ★★★★★

Lastability! The puzzles will keep you frowning. ★★★★★

Overall! 92%

A real bee-light to play – try it now!

NINFO!

How much?	£29.99
From who?	Red Orb
Whenz it out?	Out now!
Kind of Game?	Platform



QUICK TIP!
Whenever you reach a ledge, make sure you use the tiptoe move as the prince will stop himself from falling to his death. If you run or walk he's going to be a goner!

THE PRINCE IS BACK TO REIGN ON GAME BOY COLOR!

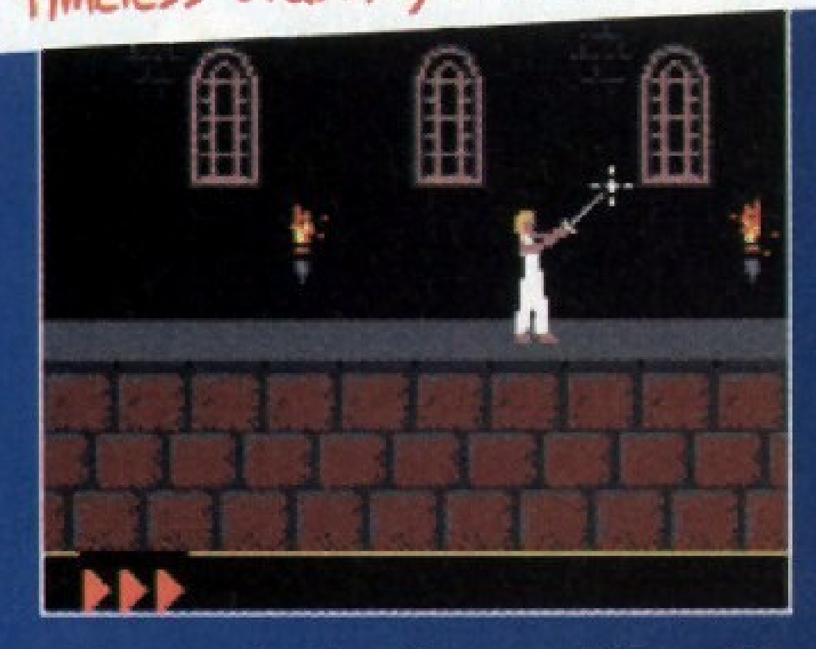
Prince Of Persia

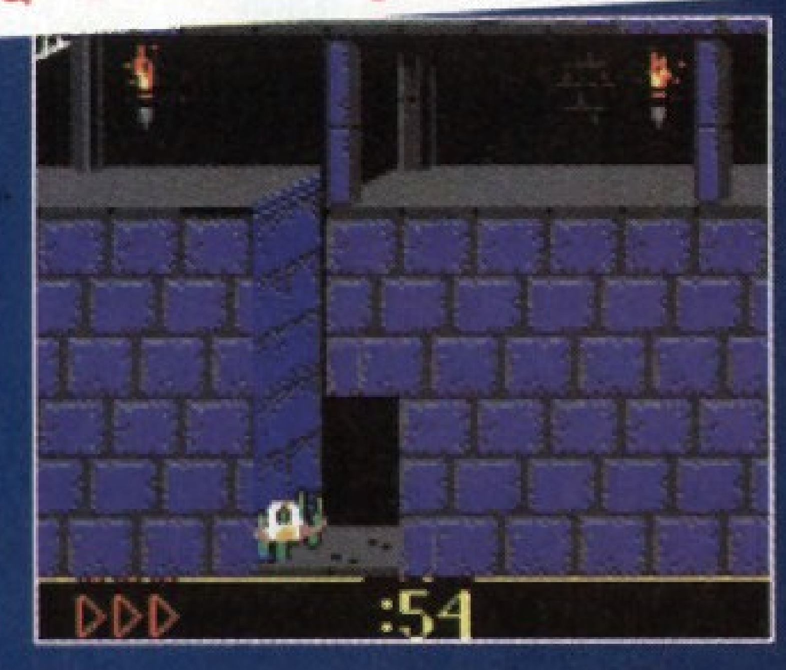
The Game Boy Color Test-o-meter! Hum Dinger!

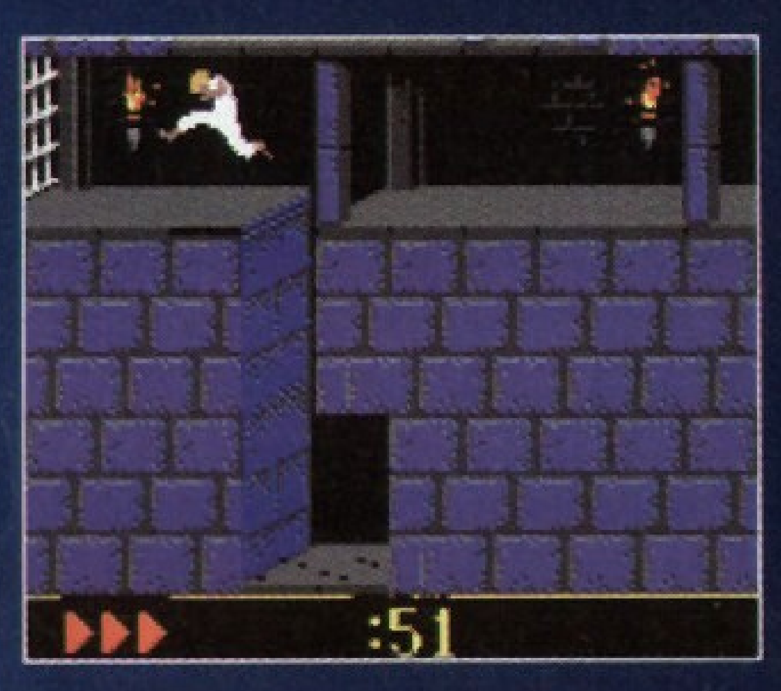
Reviewed by Tom

"A timeless classic, which demands an element of grey matter!"


Ahh, the beautiful princess awaits your return – hurry up!


OK, so you've found a sword. Now all you've got to do is learn how to use it!


One wrong move and it's curtains for our hero – oddly he's got green blood!


Yee-har! Making a jump without splattering is very satisfying.

Has it really been a decade since *Prince Of Persia* first appeared on videogame screens? Cripes! It may never have graced the screens of the Game Boy Color until now, but heck, it's been worth the wait. The animation and classic platform gameplay that made the Amiga version an instant classic have been beautifully recreated.

The old feel of the original certainly holds true – it's almost as if *Prince Of Persia* was designed for the portable wonder box. From the moment you take your first well-timed leap into the traps and terrors that await the bold adventurer from the land of Persia, you're hooked. Never before has the need to plan ahead and remember certain sections played such an important role in a platform game. One false step and its curtains, or more precisely, a gory death as you fall onto a bed of spikes or chop yourself into pieces of sushi clamped between deadly palace slicers.

Magic Carpets!

The sword swiping action takes place over 13 diverse levels – each one even more fiendish than the last. The controls are exceptionally good and your player responds wonderfully well to all your commands. What makes *Prince Of Persia* stand head and shoulders above most other titles in the genre are the initially tricky manoeuvres you need to master, which transform the game into something very special once they have been mastered.

Fun or Frustrating?

Adjusting your run-ups and edging the Prince to exactly the right spot before performing the required move is both fun and frustrating. In the end though, it's fun working out how to manipulate the puzzles and traps. There's fluid movement of characters, an unfolding plot and a range of enemies to fight. You can even expect a bit of romance here and there, but remember, *Prince Of Persia* is a timeless classic, which demands an element of grey matter to complete. A true Prince amongst games!

Tom



2nd Opinion!

Here's the Pauper!

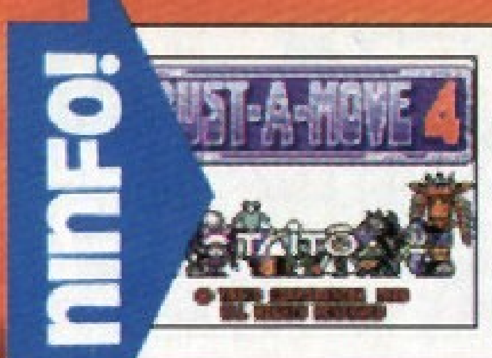
When young and innocent eyes first got a butcher's of this Arabic adventure on the Amiga, (it was a computer – ask your Dad) the exceptional graphics opened up a whole new world of platform gameplay. And now, almost a decade on, the satisfaction of holding the entire original game in your hand cannot be discounted. The Game Boy Color graphics are not detailed, but the character movement is top notch, and, most importantly of all, the game's puzzles continue to offer great staying power.

Jem


A-ha! There's a sword, and there's only a pile of old bones next to it so there's nothing to worry about there... or so you think!



NINFO!



How much?	£29.99
From who?	Acclaim
Whenz it out?	Out now!
Kind of Game?	Puzzle



QUICK TIP!

Don't just look for the obvious three coloured bubble match. Try looking for a combo opportunity, as the more you remove in one hit, the more bubbles end up on your opponent's screen!

A bubble-icious alternative to Tetris

Bust-a-move 4

Reviewed by STU

"shines in glorious Technicolor on Game Boy Color"

The immensely popular *Bust-A-Move* series has cut a swathe across all gaming platforms largely due to its simplistic, but nonetheless addictive, gameplay. Belonging to the same genre as Tetris, the aim of the game is to eliminate the bubbles on your side of the playing field, by lining up at least three of the same colour.

When you're playing against the computer, your dropped bubbles appear on its side and likewise if it drops bubbles, they'll appear on yours. Sounds simple, but believe us, it soon gets infuriatingly difficult!

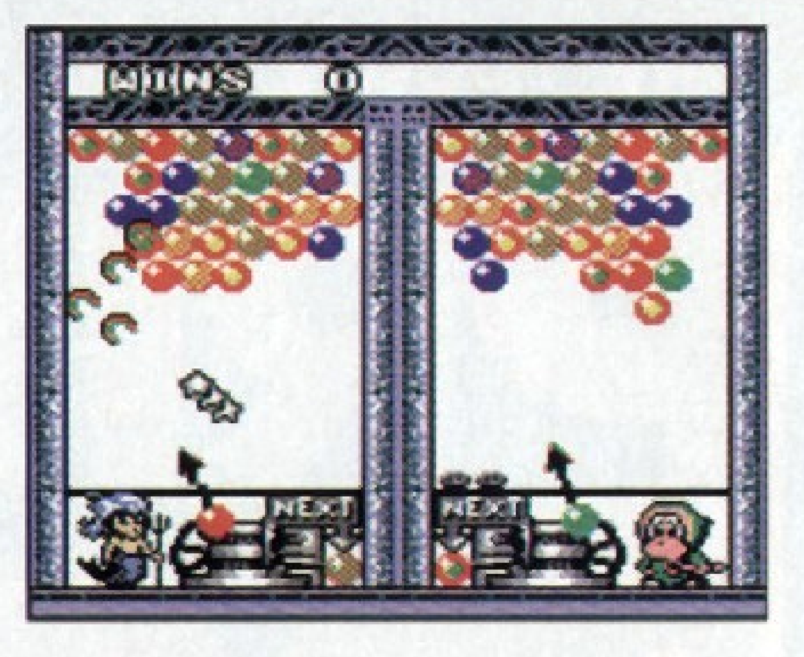
Bobbing along...

This game has an elaborate and fanciful storyline involving the theft of the planet BubbleLuna's coloured bubbles (check out the Rogue's Gallery), but this is just an excuse to give players the opportunity to take control of one of the ten bizzarely different characters. Apart from their obvious physical differences, each character has their own particular strategy, with beginner players being better off with a balanced player like Bub or Develon.

Bubble-tastic!

There are two other gaming modes on offer apart from the traditional Vs CPU option, and they are Puzzle and Challenge. The Puzzle mode is a single player experience on either Easy, Medium or Hard difficulty, and requires you to clear each round of coloured bubbles as quickly as possible. Challenge, as its name suggests, is one for *Bust-A-Move* professionals, as you are given various bubble-related challenges which get progressively harder. *Bust-A-Move 4* is an ideal game for those who love *Tetris DX*, and is sure to drain more than its fair share of batteries. Whilst it looks and plays fine in traditional black and white, *Bust-A-Move 4* really shines in glorious Technicolor on Game Boy Color. The game's developer, Crawfish Interactive, has done a sterling job bringing this arcade hall favourite to vibrant handheld life. It's bubble-tastic!

STU



The gameplay may be simple, but it's devilishly addictive. If you've never experience the delights of Bub and Bob, his is a great game to start on!

Rogue's Gallery

The Game Boy Color Test-o-meter! Hum Dinger!

If the planet BubbleLuna is ever to see light again, twin brothers Bub and Bob must set out on a quest that will take them across the universe. In their search for their planet's stolen light source they meet a mixed bunch of strange characters. Check out this lot...

Develon



This guy is bad, and he has got a major grudge against Bub, although he is apparently a real coward at heart.

Tam-Tam



Father of the wind and the Earth, Tam-Tam is the Lord Protector of the Navajo planet. He's really hard too!

Alkanet



A lovely princess from the planet Freeze, who is determined to track down the long lost colour bubbles.

Marino



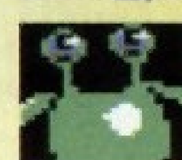
As his name might suggest, Marino comes from a watery sea planet – as a matter of fact, he's the son of Queen Naleto of the planet Wavy. Nice!

Kurol



Without a doubt one of the most laid back characters in the game, Kurol comes from the planet Grrrrmm, and prefers to sunbathe and take naps.

Bramb



Mad as a hatter, this batty sorcerer from the planet Marzuk is after the light bubbles for his own nefarious purposes – whatever that may mean!

Cleon



A fairy of the night, Cleon is mischievous and is plotting to get rid of Madame Luna so that she can become Conqueror of the Night. Why can't people just get on with each other?

Gigant

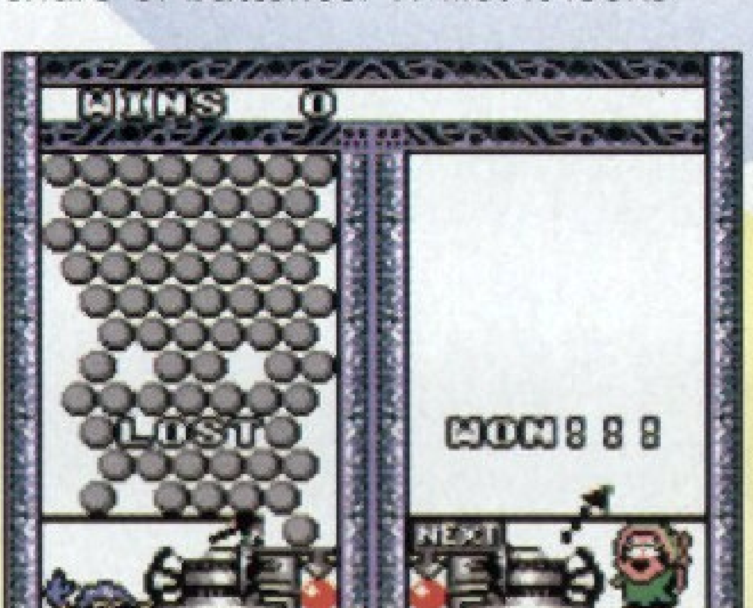


Once a hard as nails security guard on the planet Gothic, Gigant is captivated by the rainbow bubble and wants it for himself. He doesn't like sharing things so don't get in his way!

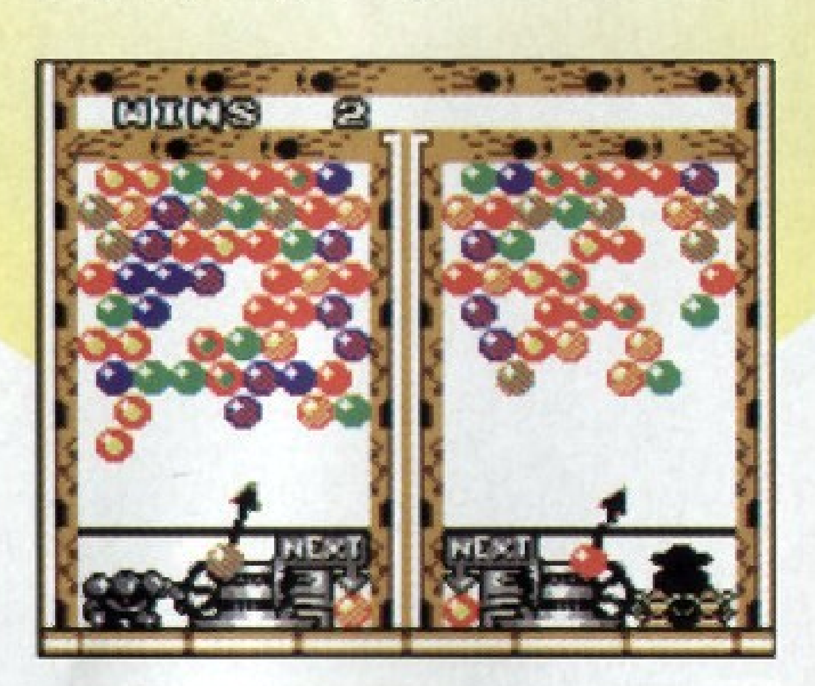
G



He may well be an old man, but don't under-estimate the mysterious G. Not much is known about him except that he comes from the planet Ordeaux and likes tea.



When the bubbles get to the bottom of the screen it's game over time! Bust-A-Move works best with two players, sadly this game is for one!



With two wins under your belt you can bet that the challenge is going to get even harder! Sadly, it looks like Gigant is going to lose this one.

2nd Opinion!

Burst my bubbles!

After the rather disappointing 'Game Boy Color Compatible' *Bust-A-Move 3* (where all the bubbles were the same colour) I had high hopes for this title and it's come through on every count. The distinctive hues of the Game Boy Color work perfectly for this game and mean that even though the graphics are fairly small it's extremely easy to work out what bubbles need to go where. This is a game perfectly suited to the GBC and one which everybody who buys Nintendo's handheld should own. Go out and buy it now!

ROY



Graphics! Brightly coloured. ★★★★

Sound! Twinkly tunes and blips. ★★★

Playability! Classic gameplay, very addictive. ★★★★★


Lastability! Destined to become a fave game! ★★★★★

Overall! 95%

A Bub and Bob game you must have!


TOTAL
GAME BOY
POSTER COLOR
©Nintendo


Pokémon
TM

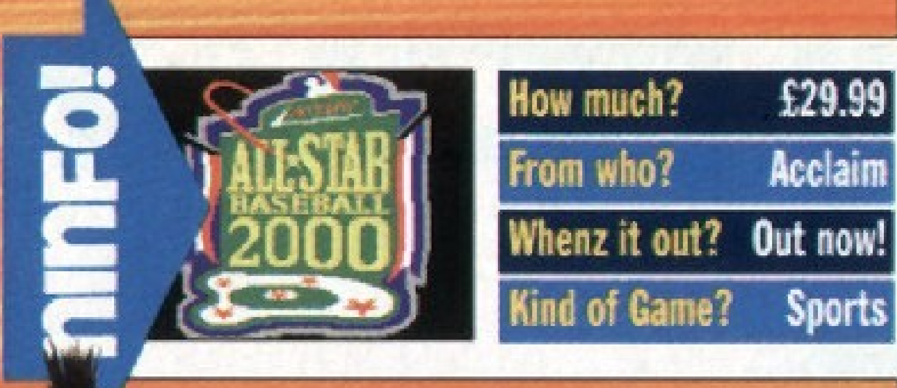

TOTAL
GAME BOY
POSTER COLOR
©Nintendo

TOTAL GAME BOY COLOR POSTER

WWF

ATTITUDE

Get It!



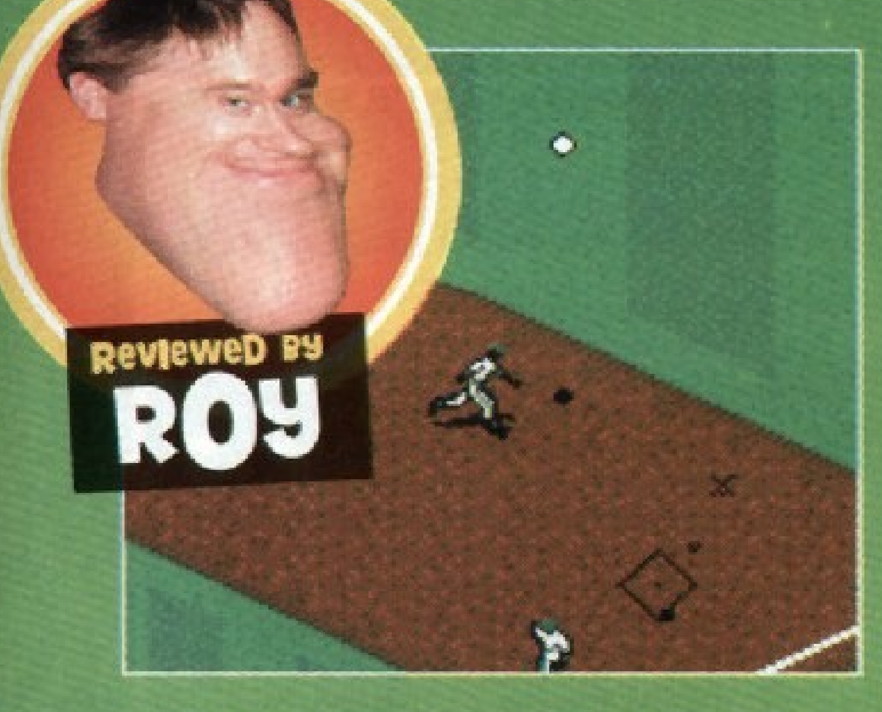


QUICK TIP!
When your team is pitching try to vary the type of balls you throw to keep the batter guessing. If you keep throwing the same way he'll whack them into the outfield.

All Star Baseball 2000

Batter up! It's time for a game of rounders... Doh!

Reviewed by **ROY**


I don't know who mowed this lawn – but its got lovely stripes!


The pitcher's running in the opposite direction – it's behind you!

When you think of sports games the Game Boy Color probably isn't the first machine that comes to mind. Particularly team sports because looking at a bunch of microscopic pixelated players running around doesn't really incite excitement.

However Acclaim's offering works surprisingly well. The animation for the batting and the bowling – sorry, make that pitching – is depicted from behind the plate with large detailed characters allowing you to really get the feel for the game.

It's Rounders!

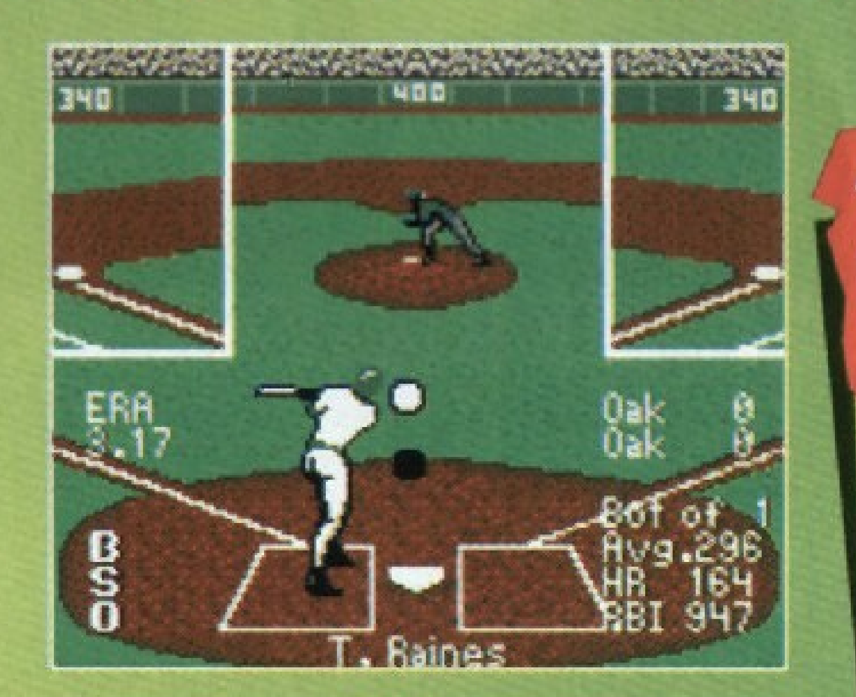
If you're pitching you need to choose the height and direction for the ball and then select the type of shot. If you've chosen well you get to watch the ball whizz past the batter and into the catcher's glove, if you're not so lucky the batter connects with the ball and the view changes to an overhead perspective of the field and you then need to get your team to chase the ball and get it back to the appropriate base.

A Batty Game!

When you're batting everything is equally simple. You have to move the batter around and swing at the right time to connect with the shot.

As this game has the official Major League Baseball licence you get to pick from all the real teams and can take part in exhibition matches or whole seasons complete with playoffs. The control system is very easy to use and actually hitting the ball is much easier in this version than it is in many baseball games on other formats – like All Star Baseball on N64 for example. If you're a Baseball fan then you can't go far wrong with this game and it should even appeal to people who don't know much about the sport because it's so easy to play!

ROY

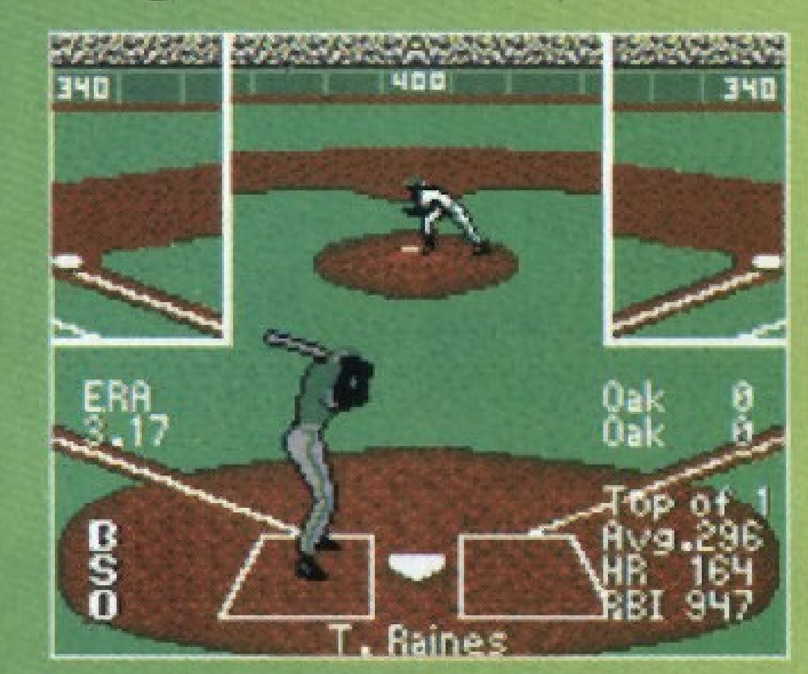

It looks like he's missed this ball – that will be his first strike gone. Two more of those and he's making his way back to the bench.

2nd Opinion!

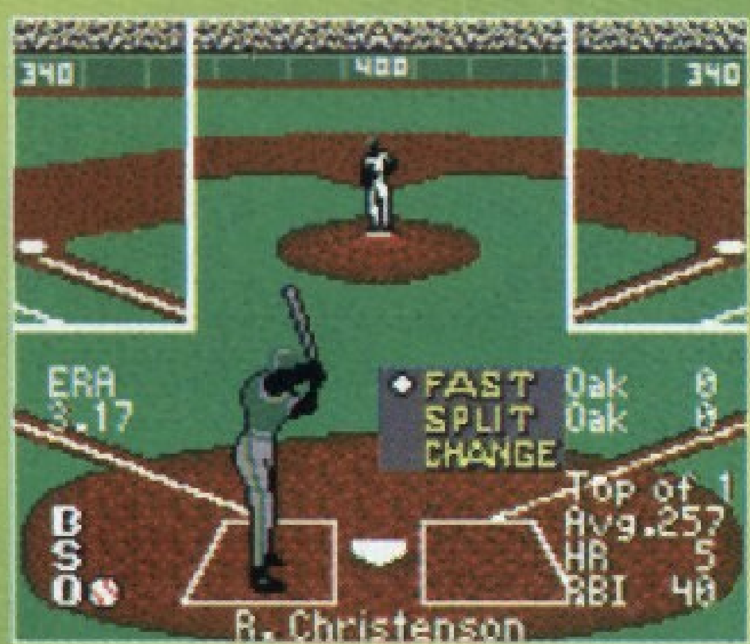
A HOME RUN HIT!

The concept of playing Baseball may well be as familiar in this country as a Dodo, but that doesn't mean that this game will suffer because of it. Game Boy owners who love sports games should seriously consider *ASB 2000* as their next purchase. It's fun, has got some great gameplaying depth, and is so easy to pick up and get to grips with. We may call it Rounders over here, but playing this title on the Game Boy really conjures up an authentic American Baseball atmosphere – you can almost smell the hot dogs!

STU

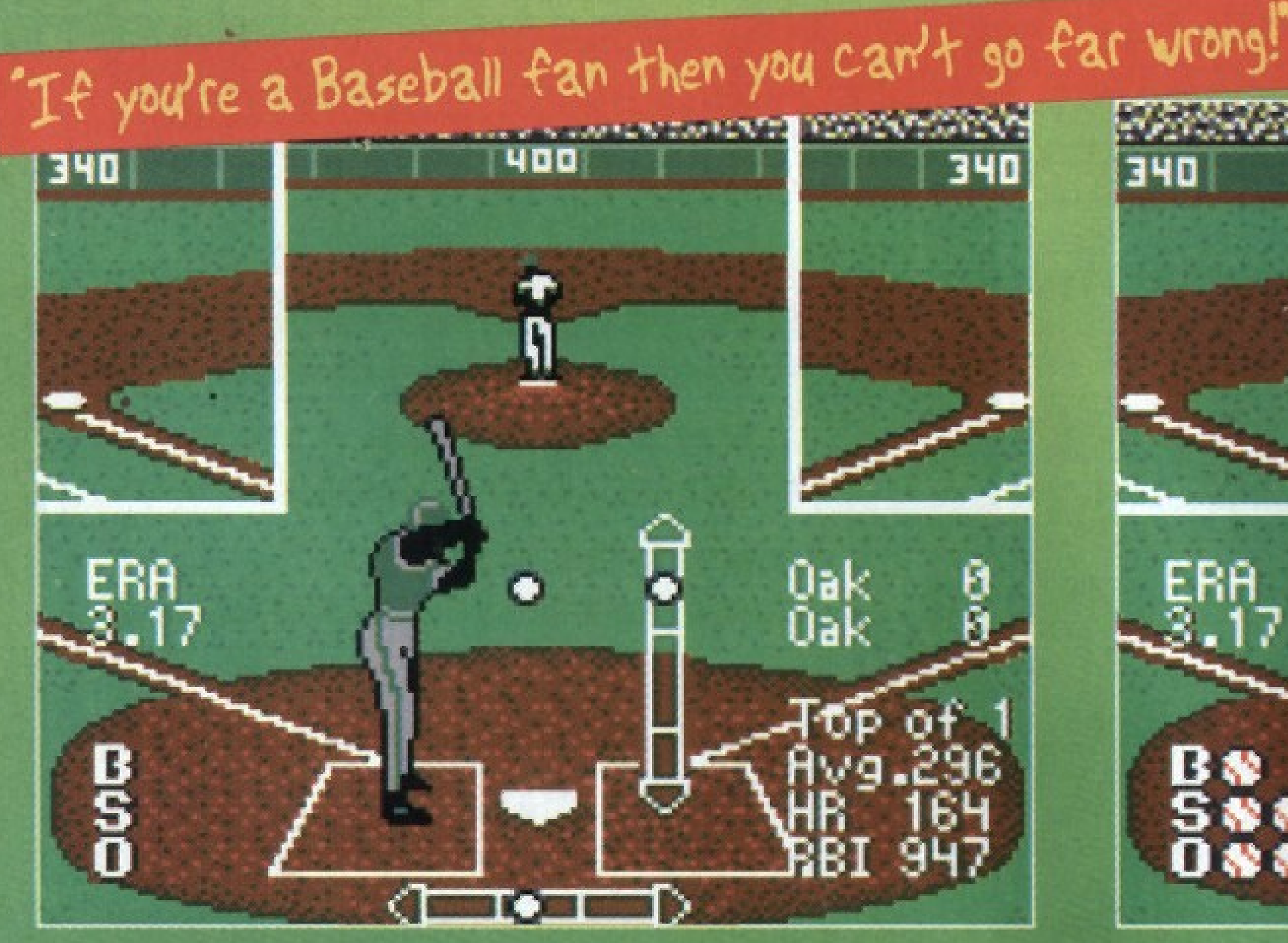

There's a lot of information on each screen, which should please fans.


When you run, the view changes to a higher one so you can see the action.



You can select from three different pitches: fast, split and change. Fast is a tradition fast ball, split gives it a twist, and change is a trick pitch!

"If you're a Baseball fan then you can't go far wrong!"



The scale to the side of the batter helps you choose where you want to throw the ball.



If Mr B Grieve misses this ball he's out, bringing and end to his team's innings.

TOTAL GAME BOY COLOR – Test your strength!

Graphics! Green and brown – yuck! ★★☆☆☆

Sound! Nothing out of the ordinary. ★★★☆☆

Playability! Baseball, perfectly captured. ★★★★☆

Lastability! Sports fans will see it through. ★★★★☆

He-man! / Butch! / Weakling! / Wimp!

Overall! 86%

THE BEST BASEBALL GAME THERE IS!



ninfo!

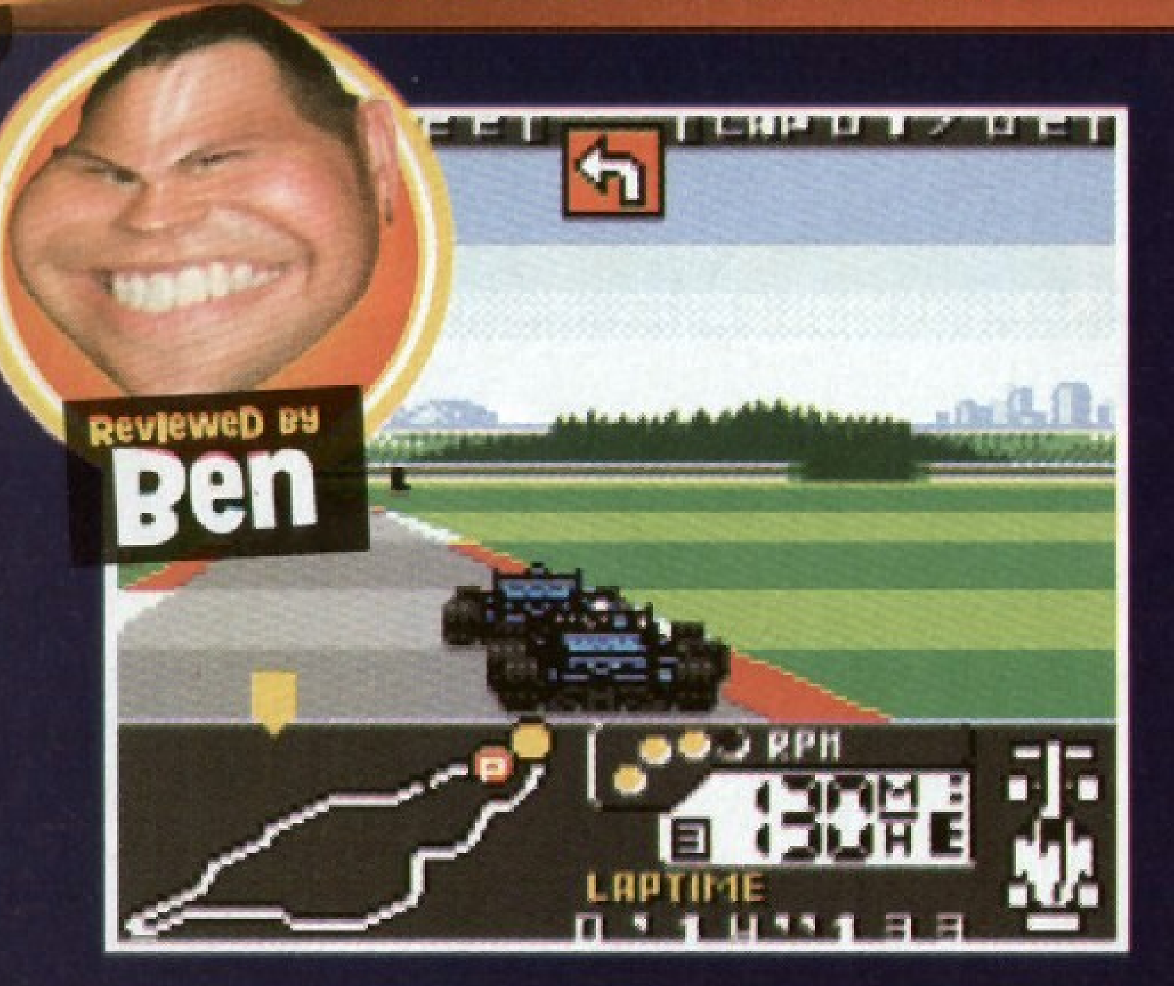
How much?	£29.99
From who?	VideoSystem
Whenz it out?	Out now!
Kind of Game?	Racing



QUICK TIP!

Because the screen depth is extremely shallow you can't judge turns as well as you should be able to. Instead, pay close attention to the turning signs that appear at the top of your screen.

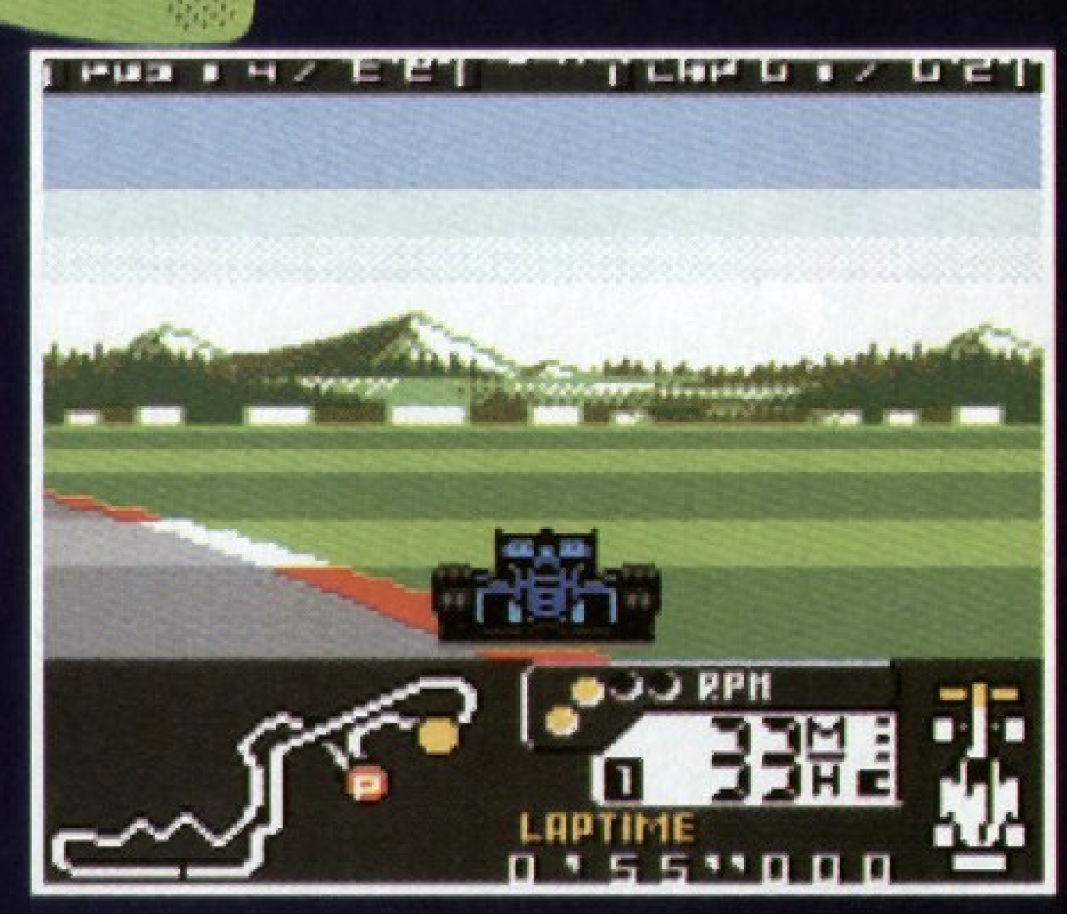
Reviewed by Ben



Overtaking is a bit of a problem as you can't read the road ahead. This means you have to just go for it, hoping a long straight is ahead of you!



We are assured that we are travelling at 132 mph. Although it's hard to tell whether or not we are, we can promise you it certainly doesn't feel like it!



Spin out and you can sit on the grass watching the world go by... slowly. Shame you didn't pack a picnic for the journey!

F1 WORLD

GENTLEMEN, START YOUR ENGINES!

The Game Boy has quite literally come on in leaps and bounds since it's first black and white incarnation some ten years ago. Now, in this era of full colour and sensational development houses lavishing us with quality software, we expect to see some huge licenses making their gradual transition to our favourite pocket toy. F1 is one of those utterly monstrous licenses, having been liberally splattered on nearly every console in the last ten years and in doing so, raking in a fortune.

The reason F1 is appearing on the Game Boy Color might have its roots firmly in the idea of making money, not to continue the trend of producing high quality gameplay. The problem is a simple one, and something we'll get to later, but first, the F1 experience!

Murray Walker

Rather than simply racing around tracks, F1 has matured into an extravaganza of options, a bevy of baffling stats and more choice than a giant box of Milk Tray. From the outset you are bamboozled by the number of options open for experimentation. Adjusting steering, tyre pressure, gear box ratio and downforce all help to capture the feel of what it must be like to sit in an F1 pit stop as do the team stats.

Gathering up as much information you can on the teams you are allowed a sneak peek into their history, current positions, drivers and even what engines they prefer. Again, this sort of depth only goes further to add that professional touch to the package. The courses, (all mapped out as precisely as they could be on a couple of inches of screen!) are accurate enough for F1 aficionados to recognise them by shape alone but they lack incredible amounts of attention. This is where *F1 World Grand Prix* starts to crumble slightly.

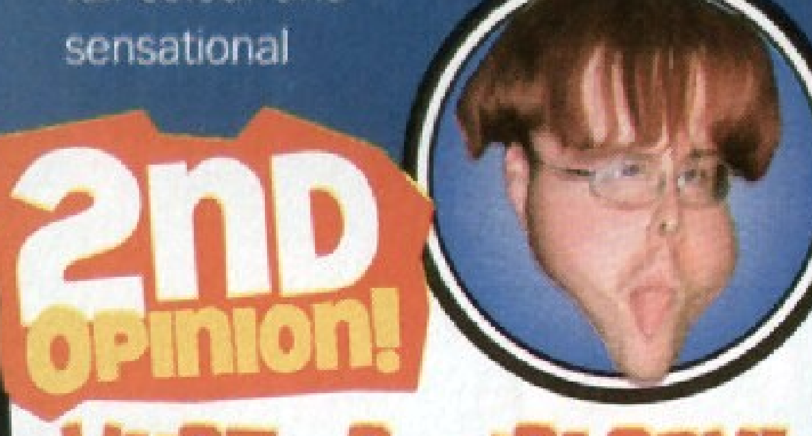
Murray Racer

Monte Carlo, notorious for it's tight, urban corners and winding waterside roadways bears no resemblance to the real thing whatsoever. A smudge of grey (to symbolise the urban environment surely) and a back drop of shoddy grey rectangles (urban housing estates) are all that identify Monte Carlo for what it is. The rural race courses are even worse because the difference between them becomes so thin you could call it Paul Daniels' hair.

Unfortunately the cars are no great masterpieces of individuality either. The Jordan car is a lump of yellow. Bennetton – cyan, Ferrari – red, they share everything from handling to management and are inseparable apart from their colour.

Murray Mint

The intensity of the race is also lost. Partly because the action could never hope to be captured in full on



2nd Opinion!

WHAT A JALOPY!

Talk about all show and no go – while F1 is a joy to behold, they seem to have forgotten something. All the drivers are here and it's bang up to date in terms of who races for which team. The number of options are immense with some well thought out qualifying ideas and excellent challenge section. But the game... well, it sucks to the tune of an 80's Game Boy title called, unsurprisingly, F1. Why doesn't anyone realise racing games don't work on the Game Boy? Please, take it away...

Martin!

"It sucks to the tune of an 80s GameBoy title called F1!"



Throughout the game strange barrels scatter the sides of the roads. Very dangerous we feel and should be avoided at all costs.



No matter how fast you drive, or how hard you try, we bet you a fiver you can't reach the buildings in the background... not that you want to reach them!



Try the exhibition mode first. This way you can learn the layout of the tracks before forfeiting any chance of the championship.



Choose a Williams car. They come in this lovely shade of red and pink! A bit like a worm – only much faster.



If you spot a little yellow arrow on the bottom of the play area this indicates that a car is coming up behind you. Better hit the gas then!



The map will give you an early warning of what corners are coming up, but it won't warn you about the pesky barrels.

Grand Prix

such a small playing area but partly due to the sheer lack of love that has gone into production. The cars have three frames of movement (point left, point right, head in a straight line) and the screen so obviously comes down to meet them rather than the player feeling as if he is accelerating to the horizon. To make this even more blatant, horrid stripes of green (or grey depending if you are in Monte Carlo or Japan) descend the screen hypnotically sending you deep within some freakish handheld trance. Bizarre is not the word!

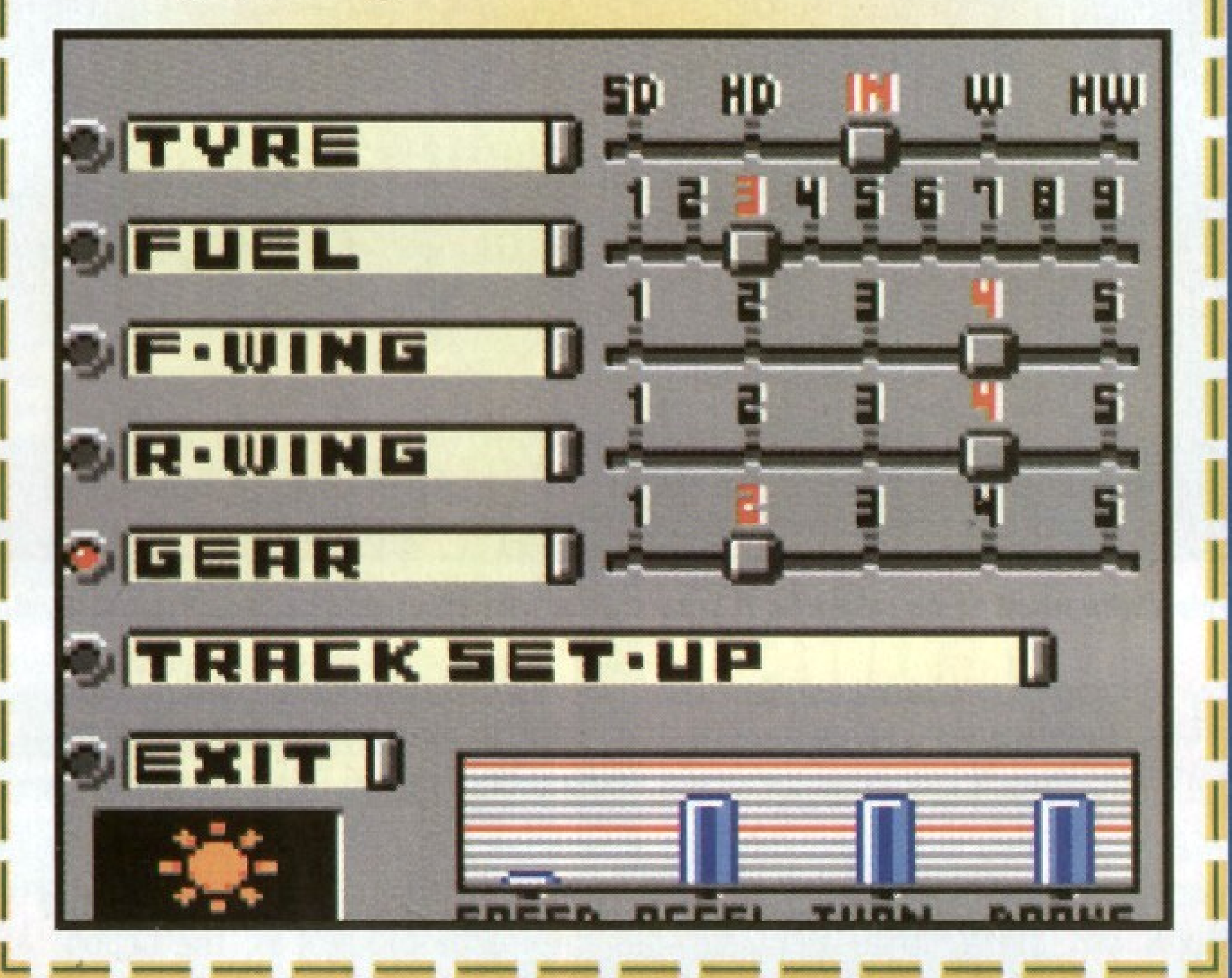
F1 World Grand Prix will soon have you wondering why you parted with your money. Stat shuffling, team politics and off road rivalry should have been confined to the likes of the big boys, PlayStation and Nintendo. Maybe the lesson will be learned when the huge F1 license grinds on and we find ourselves with another F1 sequel.

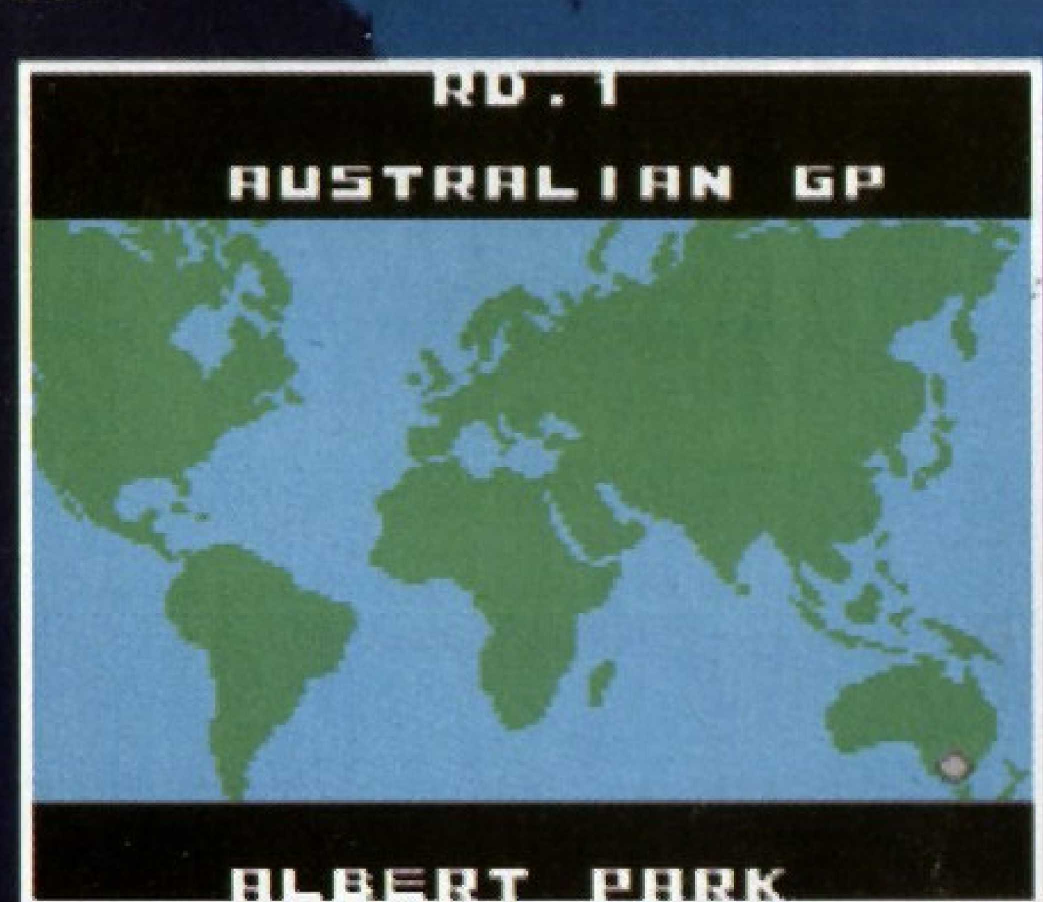
Ben



Grease Monkeys!

This section allows you to dabble in all your car's workings. Try out everything very low then very high just so you know the extremities to which your machine can be pushed. It helps to know exactly what does what so get practising!





The Australian Grand Prix is rather large. Look, it takes up nearly the whole South Eastern province of the country!

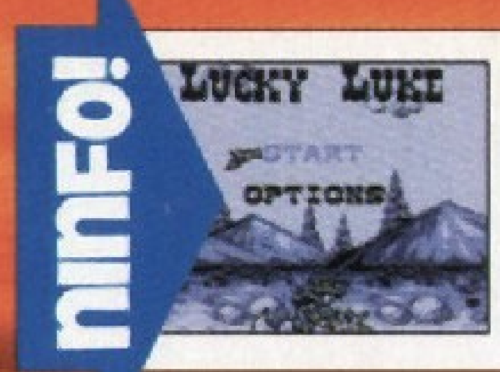


Remember to read those road signs! If they are yellow you'd better start turning. If they are red then you'd just as well start preying!



How many race tracks have you seen that have red and blue strips down the side of the track? A bit of Game Boy Color artistic license?

NINFO!



How much?	£29.99
From who?	Infogrames
Whenz it out?	Out now!
Kind of Game?	Platform



QUICK TIP!

As with all platform games, always make sure you look before you leap – you might be jumping head-first into a whole pile of trouble! Pick up all the power-ups you can too!

Lucky Luke

Are you feeling lucky, Luke? Well, are ya?

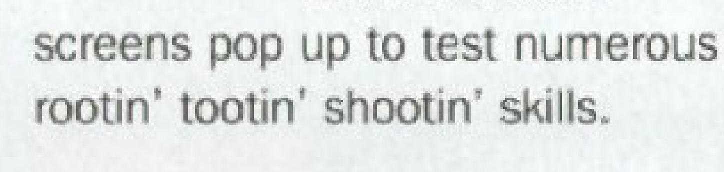
Reviewed by **Tom**

New skills need to be acquired if Luke wants to make it to the end of each level.

Saddle up cowpokes! Several of the West's most notorious outlaws have escaped in the biggest jailbreak in history. The law-abiding citizens need a hero to round 'em up like cattle and Luke's volunteered for the job. *Lucky Luke* is a sideways scrolling platformer and contains some of the purdiest colours we've seen this side o' the great Mississippi.

Do you have the fastest draw in the West? You're sure gonna need it because Luke and his trusty steed Jolly Jumper have got their work cut out if the dreaded Daltons are to be brought in. The action takes place over seven levels, some of which are reasonably large: Mexican Village, Painful Gulch, Saloon, The Prairie, Ranch, Cheyenne Mountains and The Jail,

"Some of the levels are like Tom Cruise – a bit short!"



but in-between several bonus screens pop up to test numerous rootin' tootin' shootin' skills.

Bag a Bonus!

The bonus screens are cool! Take target practice for example: Luke must shoot empty bottles by lining up a crosshair to gain an extra life.

Luke runs, jumps, swings and ducks and the animation is excellent. To dispatch enemies (some lose their trousers when shot!) you have a trusty six shooter, but when the ammo runs dry Luke relies on his left hook.

Feelin' Lucky?

If I have one criticism, some of the levels are like Tom Cruise – a bit short, but there's no end of intense, well-structured gameplay and *Lucky Luke* is undoubtedly one of the best looking Game Boy Color games available. The Wild, Wild West was never this much fun!

Tom

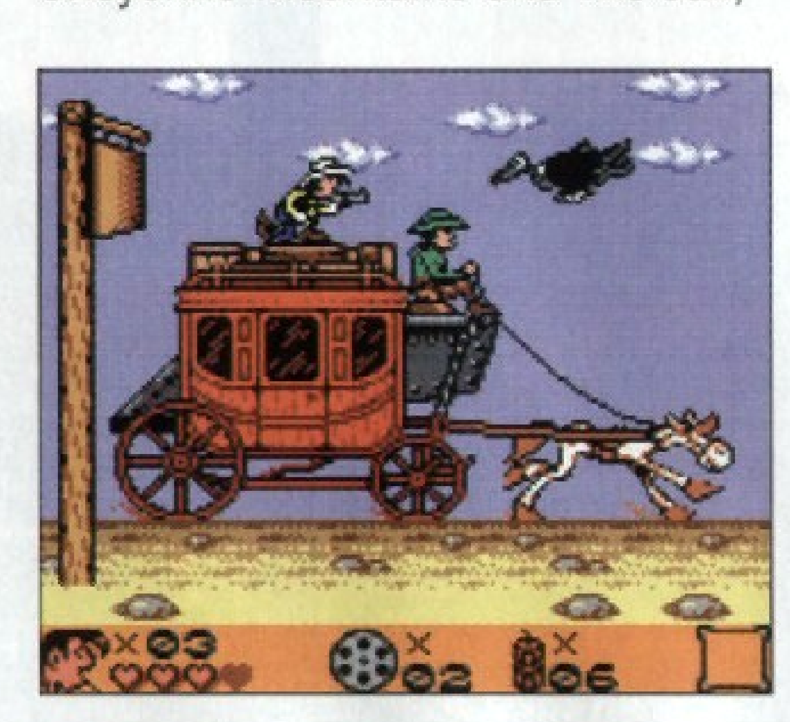
2nd Opinion!

It's Rootin' Tootin'

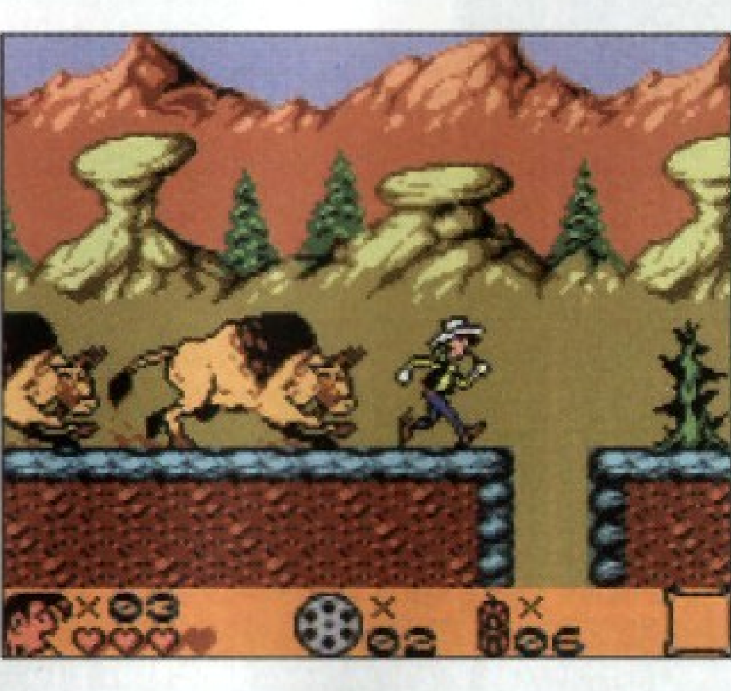
This little-known French man could soon find himself climbing to the dizzying heights found by that bearded gaul Asterix. Although Lucky Luke could just be described on first impressions as 'another darn platformer', it throws up quiet a few welcome surprises. Luke handles well, grappling sombrero wearing bad guys, shooting bottles and even gallivanting around on a stage coach whilst Indians take pot shots. This game is platforming as it's suppose to be done, that's what I say!

Ben

Watch out for sticks of dynamite that are thrown from the rooftops!



The stagecoach level is one of the best – but mind those vultures!



Dodge the buffalo and leap the gaps. It's that simple!



NINFO!



How much?	£29.99
From who?	Natsume
Whenz it out?	Out now!
Kind of Game?	Fishing!





QUICK TIP!
Buy yourself a net from the tackle shop as soon as you can. It will allow you to catch your own bait in the shallow waters – this will save a lot of money in the long run.

YOU WILL HAVE A FISHY ON A LITTLE DISHY!

Legend of the River King

"Should be commended for trying something different"

Reviewed by Jem

Your little sister is lying ill in bed, your mother is worried sick about her and what do you do? You go off fishing! Doesn't sound like the kind of thing a caring brother should do, but the hero in *Legend of the River King* does just that, he has his reasons though… there's one particular fish called the Guardian that could save your sister's life – although I don't think the fish is going to survive long!

FISH 'N' NIPS!

Japanese company Natsume have created a really unique game with *Legend of the River King*. It combines RPG elements with fishing! Yes, you read that right, fishing! The fishing is no throwaway affair though, it's vital to the plot and very tricky to play. You really have to have the mind-set of a fisherman, using the correct bait for the fish you want to catch, picking your lures and rods carefully, and making sure you're in the right section of river.

When you get a bite, you must be very careful not to reel the fish in too soon or the line will snap. You've got to play the waiting game and wait until the fish is tired before landing your catch.



Your sister's ill, but don't worry – chat this little girl up!



The fish are slippery creatures and often break the line.



Yes, you really do have to cast a line and catch fish – it's no joke!

MEET 'N' GREET!

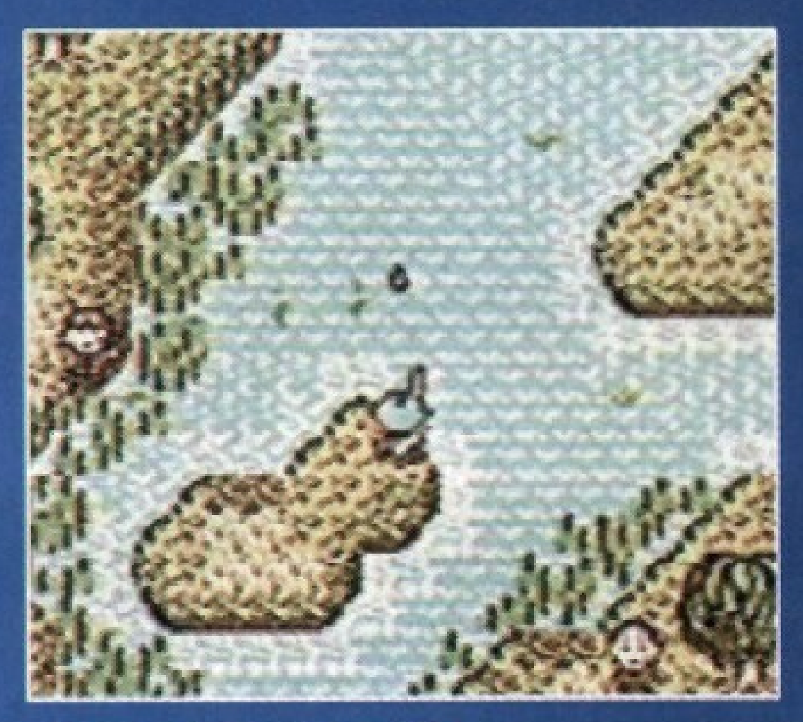
As you wander around the game you will meet characters who will give you tasks to complete. These include catching specific types of fish, fetching dinner for them or talking to another character on their behalf. This element of the game keeps things fresh, but sadly the fishing needs to be much more fun to hold your attention. After failing to catch a fish, or having it break away from you for the umpteeth time, the game starts to get a little bit boring.

Legend of the River King should be commended for trying something different but you really do need the patience of a saint to play through to the end of the adventure. There are lot of lakes and rivers to discover, and new fish to catch so real fishermen (or women) will find it fun, but it's definitely an acquired taste – a bit like fish, really!

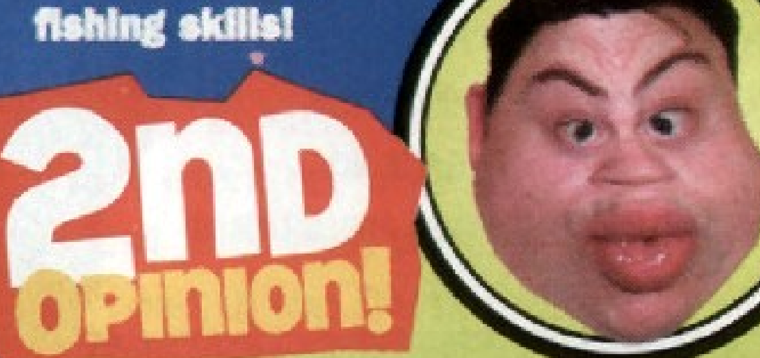
Jem



Attacked by a giant wasp – do you run or stand up and fight like a man?



Some of the later lakes will really tax your fishing skills!



2ND OPINION!

BUTTER MY KIPPER!

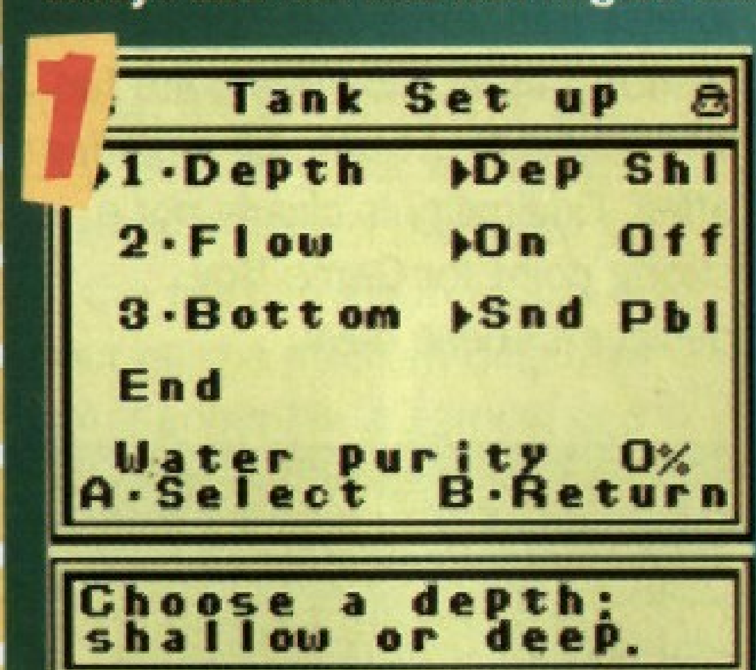
I spent a great day out on the beach recently. I had my towel, my cool drinks, and my copy of *Legend of the River King*! This is a really engrossing game of fishing and adventure. It kind of follows a similar style to *Zelda*, but adding in elements of *Final Fantasy* (monsters attack you now and then) and of course some interesting fishing. It's the monsters bit that lets the game down really – you're attacked by a spider and it can finish your game! A different cart that should appeal to men in big waders.

Nick

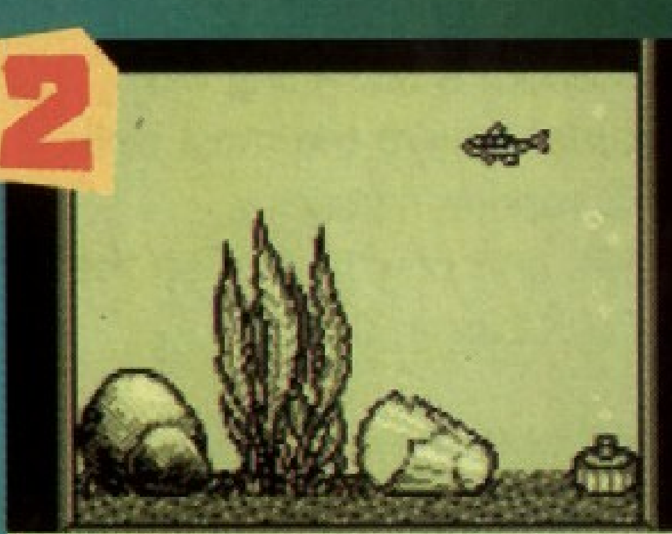
VIRTUAL FISH TANKS!

One really clever part of Legend of the River King is the 'Raise' option. You're given a newly born fish and must nurture, care for and feed the little fella, helping him to grow big and strong. There are all kinds of options to help you including cleaning the tank, adding plants and oxygen filters, lots of different food types are available and there's a status screen to show you how your fish is doing. All this can be saved to the battery back-up on the cartridge so you won't lose your fishy pal when you switch off. When he's grown up and has filled out a bit, you can always turn him into fish fingers too!

1



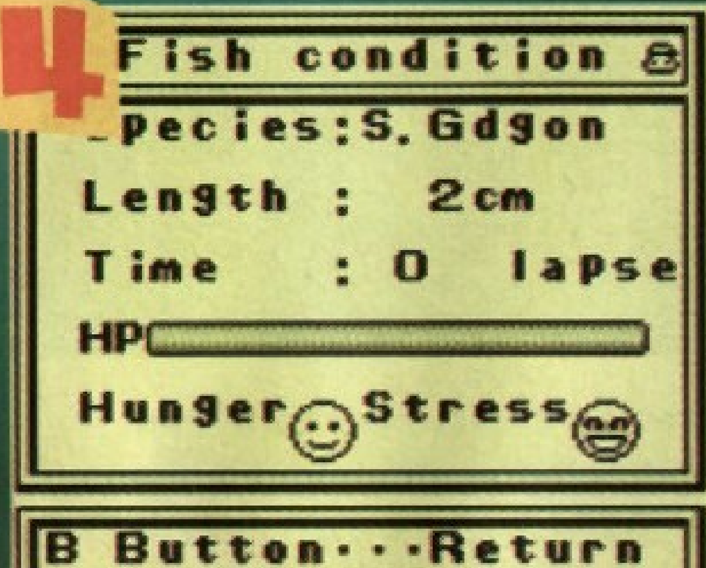
2



3



4



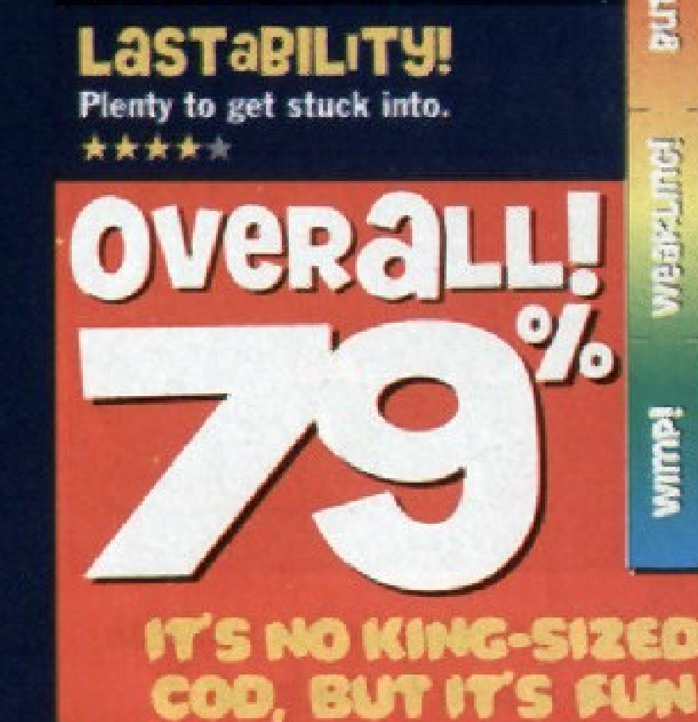
TOTAL GAME BOY COLOR
TEST YOUR STRENGTH!

GRAPHICS! Small but neat. ★★★★

SOUND! Annoying tunes and the odd splash. ★★

PLAYABILITY! When the fish don't bite it's boring. ★★★

LASTABILITY! Plenty to get stuck into. ★★★★



OVERALL! 79%

IT'S NO KING-SIZED COD, BUT IT'S FUN

ninFO!

How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now!
Kind of Game?	Platform

COLOR? YES!

QUICK TIP!

If you're ever caught falling short of a long jump, try tapping a direction button twice – Obelix will start to run and you'll be able to jump further. This should get you out of a few scrapes.

OB

THEY MIGHT BE FRENCH BUT THEY DON'T WEAR ONIONS!

Reviewed by Martin

"It's a good platform game, and that's what we like!"

Looking back through history, the French have had it a bit rough over the years. Oppressed by the Romans, held hostage by the Germans, fined ridiculously a small amount for the World Cup ticket fiasco… well, maybe not the last one. But still, two out of three ain't bad eh?

If you're a fan of French comics, you'll know Asterix and Obelix straight away. They're the 'Little and Large' of Gaul – the old-fashioned name for France apparently – and have loads of exciting adventures doing things that usually involve bashing Romans about a bit. Along with The Smurfs, they're the most well-known European cartoon characters and now they're on the Game Boy Color in *Obelix*!

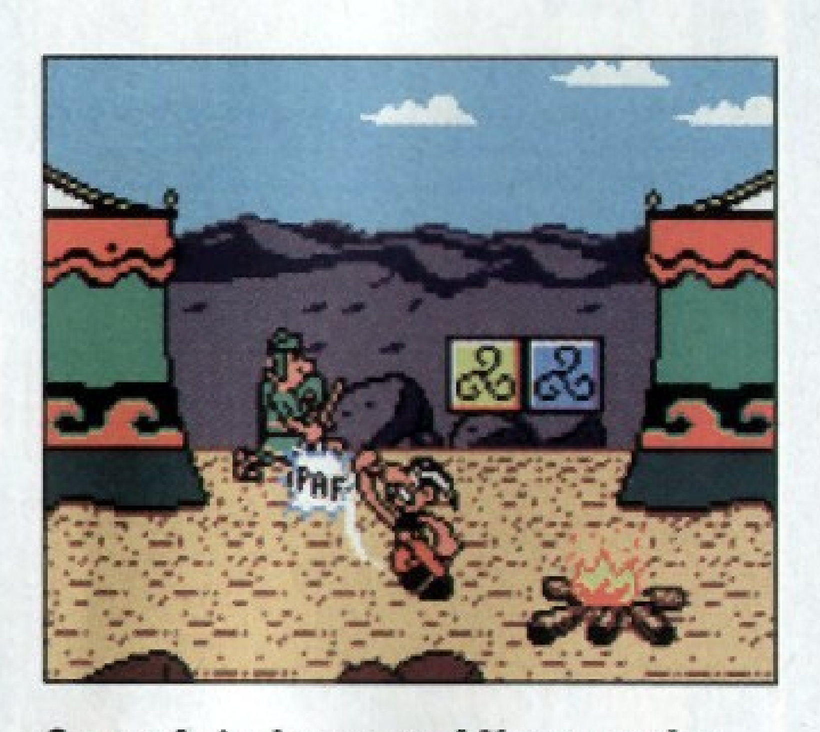
At least it's not The Smurfs!

But wait! Unlike *The Smurfs Nightmare*, which was a rather joyless and immensely tough platform affair, *Obelix* is quite fun and enjoyable… but still a platform affair. Originality is clearly not a strong point for Game Boy designers these days.

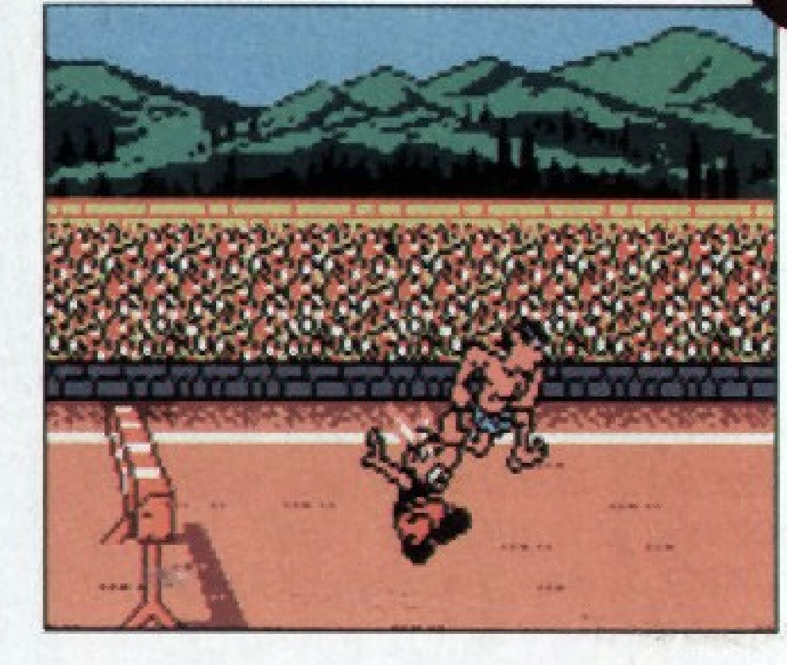
Right from the moment you turn on the Game Boy you know you're in for a fully colour-optimised treat. One of the main reasons the Game Boy Color was invented was the improvement in graphics and *Obelix* has these improvements in spades. The levels are vibrant

These knife throwers in the Spanish level can be a pain in the neck – especially if a knife hits you!

What would an Asterix and Obelix game be without a bunch of Romans to duff up?



Go on Asterix my son! You can play with the small, 'tashed one as well as the big, fat one!



The Olympics sub-game is a real scream! It makes a change from the endless platform levels too.

...belix

The forests of merry old England, but there's no sign of Robin Hood. Maybe the Romans scared him away. We hate to admit it, but the French are here to save the day!

and look absolutely stunning with lots going on to keep your eyes interested.

One of the surprising things about *Obelix* is that although it's mainly a platform game with the obligatory jumping, block bashing and enemies to kill or avoid, there's a little gem waiting for you. The fourth level of each world gives you a break from the regular game and treats you to a mini-game that's relevant to your task in that world.

Mini-Game Mania

For example, when you pay a visit to Greece you'll get to take part in the Olympic Games. This consists of three events in a Track & Field style where you have to hit the buttons accordingly and beat the Roman athletes into submission. Even better is the Rugby Match in Britain – the Romans are ahead by five points to nothing and it's up to you to score the winning try!

The only gripe that I really have about the whole thing is that despite having some nice different elements, it's all over rather too quickly. With only four worlds with four levels in each, I managed to finish the whole thing in a little over an hour on the medium difficulty setting. I admit I'm a gaming god, but even so you won't have to be an expert to reach the end.

Saying that though, the game is an interesting experience while it lasts. There are plenty of passwords so you won't be struggling along as you may have done in *The Smurfs Nightmare* and the music is jolly enough not to grow tiring in a hurry. It might only be a platform game but it's a good platform game and that's what we like. Hoorah!

MARTIN



Piff, Paff, Poof!

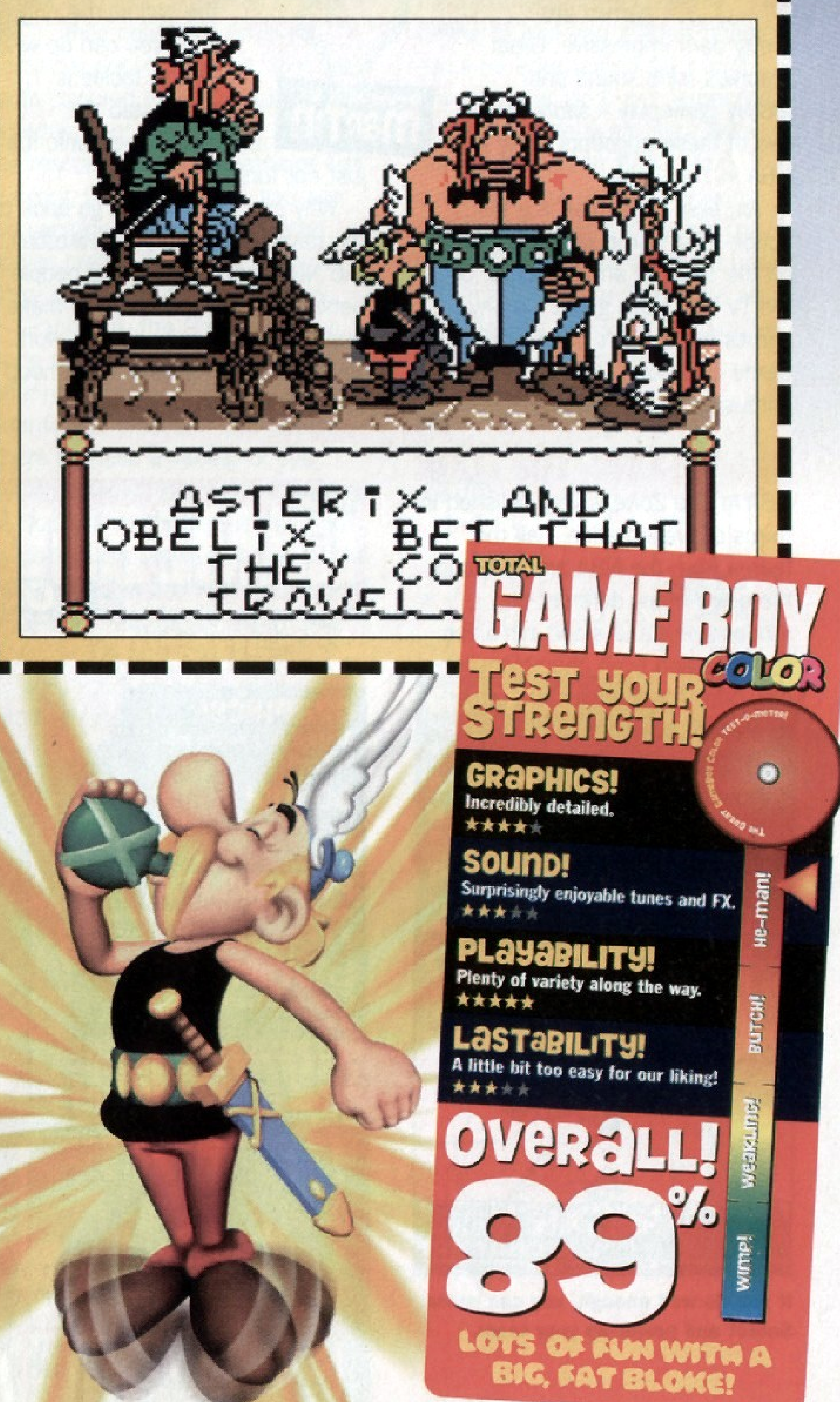
Asterix and Obelix are strange characters – they've always been really successful over here, even though they've got a strong French feel to them. In France they're treated like gods – they've even got an Asterix theme park! This game is a typical Game Boy platformer that would be nothing without the two well known characters. It has a lucky dip of levels that offer power-ups, platforms, piles of enemies and the odd surprise. It good to see sub-games too – a welcome break from all that jumping about. Try it out!

NICK

It's a Small World

The plot is simple enough in Obelix, as you'd expect from a platform game. The nasty Romans have blockaded your town and refused to let anyone out. Of course you're not going to listen to them so instead you've got to lead Asterix and Obelix through four different countries and collect some souvenirs to give to Caeser. On the way you'll meet the sophisticated Greeks, wealthy Swiss and... err, dirty British. Surely there's a law against stereotypes like this, isn't there?





TOTAL GAME BOY COLOR

Test your Strength!

Graphics! Incredibly detailed. ★★★★

Sound! Surprisingly enjoyable tunes and FX. ★★★

Playability! Plenty of variety along the way. ★★★★★

Lastability! A little bit too easy for our liking! ★★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 89%

LOTS OF FUN WITH A BIG, FAT BLOKE!

AMERICAN SPORTS: ARRGGHH! THEY'RE BRINGING THEM OVER HERE!

NBA In The Zone

NINFO!

How much?	£24.99
From who?	Konami
Whenz it out?	Out now!
Kind of Game?	Sports

COLOR? YES!


Reviewed By MARTIN

Most of the time, Konami Sports games are pretty darn impressive. Great graphics, nice sound and groovy gameplay – sadly only two of these concepts apply to *NBA In The Zone*.

You see, basketball is a fast, action-filled game with ten people on the court at any one time. On the TV this looks great. On any games console it's dandy. On a Game Boy Color... well, it's too confusing to be honest.

Slam Dunk The Funk

NBA In The Zone is very polished in terms of presentation – all the teams from the NBA are here and there are many different play modes like stand-alone exhibition matches and even championship play-offs. The graphics are rather lovely too, even if all the players do have a basketball for a head.

However, playing it is a different story. Getting hold of the ball is tough enough, scoring even tougher. All the players gather round the man with the ball so the only thing you can do when trying to tackle is frantically stab the buttons. To be frank, it's just not fun.

Why can't people just go back to the days of two-on-two basketball, like NBA Jam? Clearly, the people behind this tried too hard to make it realistic and it really doesn't work. You'd do better buying a real hoop and ball than getting this.

MARTIN



If you do well enough, you can press Select and power-up your team.

TOTAL GAME BOY COLOR Test your Strength!

GRAPHICS! At least they do the job... ★★

SOUND! Special effects? What SFX? ★★

PLAYABILITY! Plenty of options for boring people. ★★★

LASTABILITY! If you really want it to last – it will. ★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 48%

EVEN THE YANKS WOULDN'T LIKE THIS!

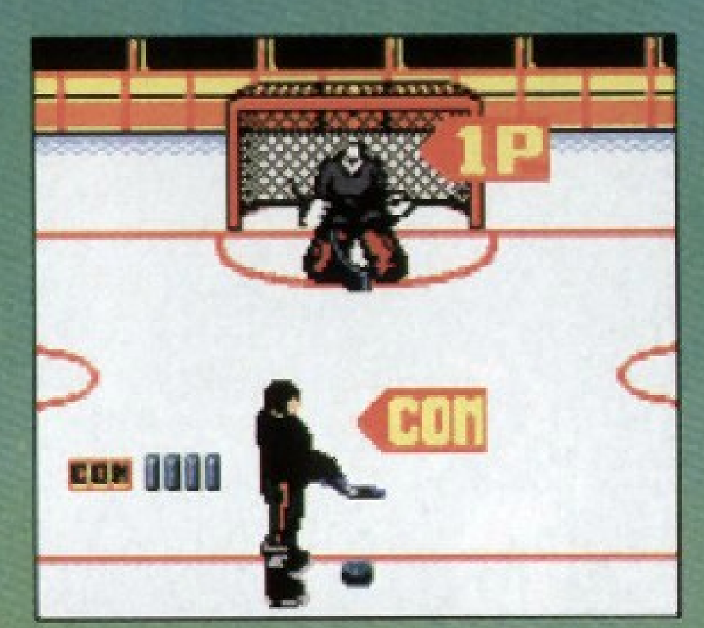
NHL Blades of Steel

IT'S NICE TO BE ON THE ICE!

NINFO!

How much?	£24.99
From who?	Konami
Whenz it out?	Out now!
Kind of Game?	Sports





Penalties rarely occur during the actual match unless you do something REALLY stupid. You can practice them first.





Carrying on the American Sport theme is another attempt at a fast moving, all-action US game. Even though Ice Hockey isn't that bad a sport, it seems a pity that such a lovely looking title turns out to be so disappointing.

On the good side, there's so much crammed into the cartridge that it defies belief. All the teams from the National Hockey League are here – 27 in all. Then there's the option to play one-off exhibition matches, practice fights and penalties or try full NHL seasons and even play-off for the big championship. It really doesn't get any better than this.

Ice To See You!

Sadly though, it really doesn't get any better. While the graphics are detailed enough to make it visually interesting and the sound is impressive, there's simply too much going on here. With ten players all skating about to gain control of the puck, it becomes totally confusing. Player control changes virtually every chance it gets and when you do finally get the puck, your man falls over most of the time. Add to this the fact that the computer rarely misses and... well, you get the picture.

If you're looking for a decent Hockey game, this ain't it despite all the frills. A shame.

MARTIN


TOTAL GAME BOY COLOR Test your Strength!

GRAPHICS! A bit small and piddly! ★★★

SOUND! Ooof! Crunch! You get the idea. ★★

PLAYABILITY! Far too confusing for its own good. ★★★

LASTABILITY! Well... there are lots of options. ★★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 51%

ICE SKATING? THIS ONE FALLS FLAT ON ITS RUMP!

NFL BLITZ

AMERICAN FOOTBALL – EVERY COUCH POTATO'S FAVOURITE!

NINFO!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Sports

COLOR? YES!

Reviewed by Ben

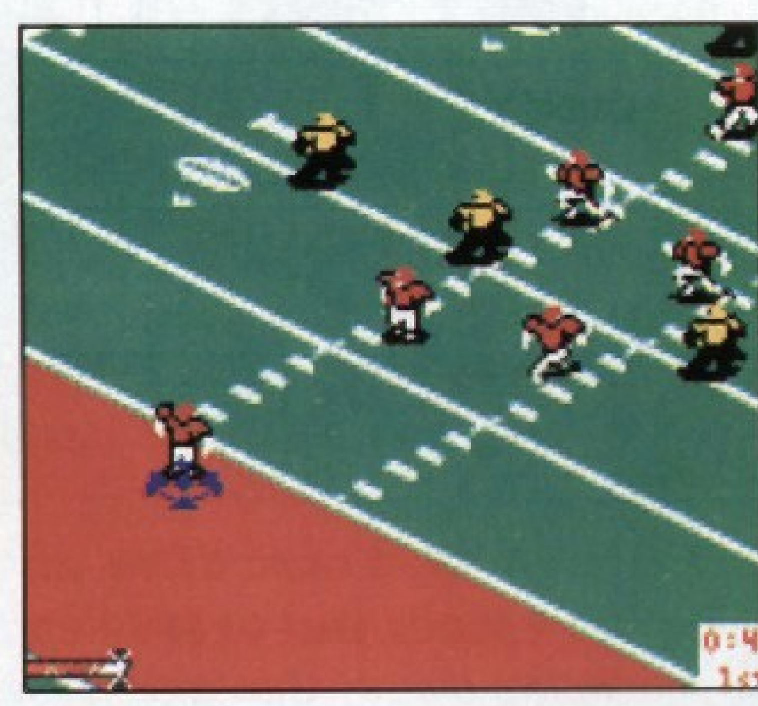
It is hard to squeeze such a serious sim together, condense it's pure essence, compress all the juicy stats, tactical moves and teams and cram them hard into such a small cart such as the Game Boy's. It's been done though.

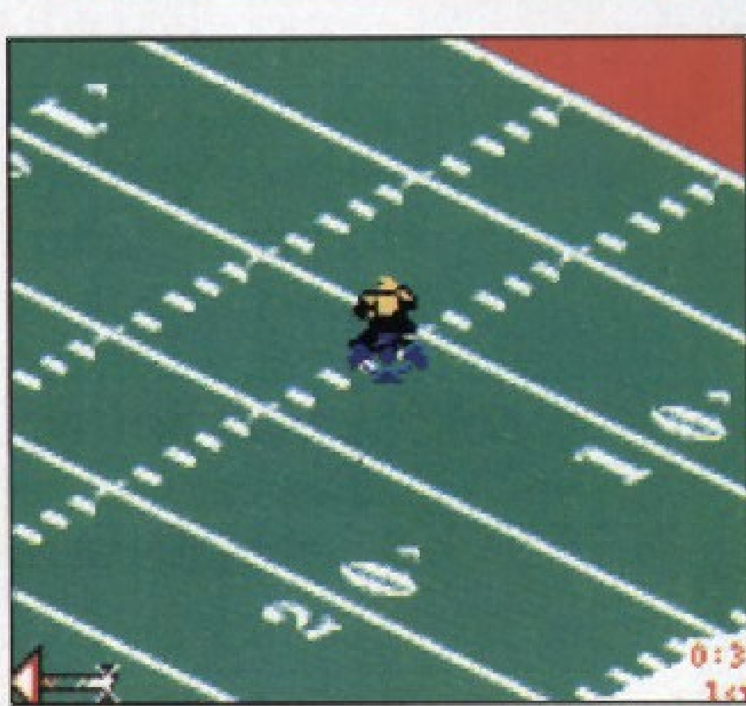
Unfortunately for such an information bloated cart the game is let down by some slow down. The players, not that well animated in the first place, sludge their way back and forth from either end of the playing field as if they've put on a pair of lead socks and turned their ground into an endangered species wild life swamp. The controls are slightly more pleasing than the appallingly ugly players. They are lightning sharp, allowing you to utilise the full range of both passes and lines of play offered. This is where *NFL Blitz* has it's strengths.

UGLY BUGS!

In contrast to ugly aesthetics the gameplay is a literal explosion of choice. From arranging line-outs to playing safe, making tactical advances up field and comparing teams to tweak out their weaknesses, *NFL Blitz* is everything an American football game should be, and you can have the pleasure of carrying it around in full colour too. Lovely job!

Ben

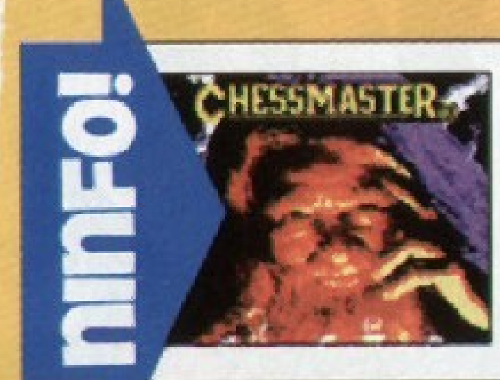






Chessmaster

NINFO!



How much?	£19.99
From who?	Mindscape
Whenz it out?	Out now!
Kind of Game?	Board game

COLOR? YES!

WELL, IT'S BETTER THAN GAMESMASTER!



If Everton and Liverpool were to become Chess pieces this is how they'd look.



Ooo, the excitement of a good Chess game is just too much for many people to handle!

Reviewed by Ben

For Chess fanatics everywhere who feel compelled to take their obsession on buses and other public transport, that little multi-coloured marvel of hand held entertainment comes once again to the rescue. Chess, the game of war, cunning, broken alliances and age old sacrifice for the greater good comes crashing onto the Game Boy Color in a blaze of... err, squares.

Graphically the Game Boy has done the best it possibly could, offering it's colour palette to the boards and pieces in abundance. There are also a variety of eye twisting pieces to tinker with, some so bizarrely outlandish it was hard to distinguish between some of the larger icons, a problem that should have been addressed before laid open on the tiny screen they inhabit. You'll also find after a short period of experimenting you'll settle for the good old familiar shapes rather than the abstract twists and curls unnecessarily added for variety.

KNIGHT TO KING PRAWN..

As for gameplay, unless you are able to link Game Boys with a friend it's one player action all the way and with the copiousness of computerised chessmasters willing to give you a good hiding, you'll be entertained for hours. *Chessmaster* isn't your expected release for the sugar saturated market the Game Boy Color caters for, but with the growing number of parents enjoying the delights of the Game Boy, it could sell in a moderate Tetris-like way. Not too bad at all we say, you've just got to have a brain to appreciate it!

Ben





COLOR Scribblings!

YOUR LETTERS, RANTS AND DRAWINGS!



on a quest...

"I think your magazine is brilliant! I used to buy other computer game magazines which only had one or two pages of Game Boy reviews but now that you've arrived I've stopped buying them. I have got every issue so far and read them thoroughly. I don't have the internet at home so every lunchtime at school I go on the computers and look on your web site, I think it's really good. Please can you help me? I could do with a cheat for *Quest for Camelot*, thanks. And do you know when *Rainbow Six* is going to be released? Thank-you and well done for producing such an excellent magazine."

Allan Whatmough (No. 1 fan), Sale

Stuck on *Quest for Camelot* are you? Well try this for size: if you're near a save point and have got at least 30 jewels and only one heart left, save the game then restart and load it back in again. You'll now have a full set of hearts and be exactly where you left off! Oh, and *Rainbow Six* will be out before Christmas.

Free Demos For all?!

"I am writing to you to ask if there will be a demo on the Total Game Boy Color magazine. To see new games and play them and maybe games that will be coming out soon and previews. If you keep up the good work Game Boy Color may be the console of the future."

Stephen Inglis, Glasgow

Game Boy Color already is the console of the future – it's the best! As for putting a demo cartridge on the front cover – fine! As long as you don't mind paying £29.99 for each issue of the magazine. Those little squares of plastic you stick into your Game Boy are expensive to produce you know!



Going Down to South Park?

"I am writing to tell you what a brilliant magazine this is. I have always liked the Game Boy and know there is finally a magazine that can help me out when I get stuck!

Is it true that *South Park* is coming out on the Game Boy Color? If it is, then could you please tell me when it is coming out? I adore South Park, so I can't wait until it comes out.

A huge THANKS to your web site because it help me complete *Zelda*. It is a MUST for anyone interested in any computer games, especially the Game Boy. Why can't there be more web sites like yours? Whenever I get bored (that's quite often) I grab my Game Boy Color, my games and of course my Total Game Boy Color magazine. Thanks for reading."

Christopher Rodd, Lancs

We all agree, *South Park* is pretty cool but there's just one thing – you're too young to watch it! It's supposed to be a sick, depraved cartoon for adults only, but then would it be so popular if kids didn't watch it? Unfortunately there's no *South Park* game planned for the Game Boy Color. One was on the cards but the powers that be stopped it at the last minute – flippin' spoil sports. Glad you like the web site!

Are Midway Stinky?

"I am writing to tell you about Midway who have brought us *Mortal Kombat*. The thing is, all of their games for the Game Boy Color have been pretty stinky. First of all *Mortal Kombat 4*. I bought it expecting lots of blood and gore in the fatalities and all I got was a black and white blurry picture.

Then there's *Rampage World Tour*. A world tour? Every country looks the same and it's soooo boring! And as for *720°*, it's just skateboards and ramps. Nothing good about that.

Now what about *Paperboy* – it's older than my great gran! So please tell me, is there any game by Midway that hasn't been a flop? Before I go, there is another magazine called Planet Game Boy and it says it's the 'only magazine devoted to the Game Boy Color' please put them right."

Ryan Sneddon, Glasgow

Yes, we've seen that 'claim' in that other magazine we don't like to talk about – we're going to sort them out! You've got about Midway though, they haven't really set the world of Game Boy Color on fire, have they? They have got *Ready 2 Rumble Boxing* planned for December though, so we'll wait until then to see if they can win back your affections.

Your Scribbles!

We want your drawings! Send them in to our usual address. This issue we've got pictures from Miss Powell's class at St Mary's Bluecoat School in Bridgnorth, Shropshire – take a look at this lot...

Hannah Jones, aged 8

Adam Henshaw, aged 8

Tom Murray, aged 9

Thomas Heintzman, aged 9

Damian Nicholls, aged 8

Katie Popsys, aged 8

Christopher Sheldon, aged 9

Adam Molland, aged 8

Sarah Gill, aged 10

HELP!

MORE CHEATS, TIPS AND CODES THAT YOU COULD POSSIBLY EAT!

If you're looking for that elusive cheat for the latest in Game Boy Color splendour, look no further! Our elite team of crack tip-hunters have tracked down the biggest and best codes in the land and brought them right here for you to keep! But that doesn't mean you can't join in the fun – send us your own cheats and we'll give you the credit: *Help!, Total Game Boy Color, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.*

Quick Tip Finder!

You can find your way directly to the tip you need by following these simple page numbers – go on, give it a try!

Top Cheaters!

If it's cheats you're after, then we've got them by the bucket load! But what's the top cheat this issue?

The best cheat in the all new Total Game Boy Color magazine has to be the Pokémon Pinball Mewtwo Bonus stage cheat!

Pokémon Pinball

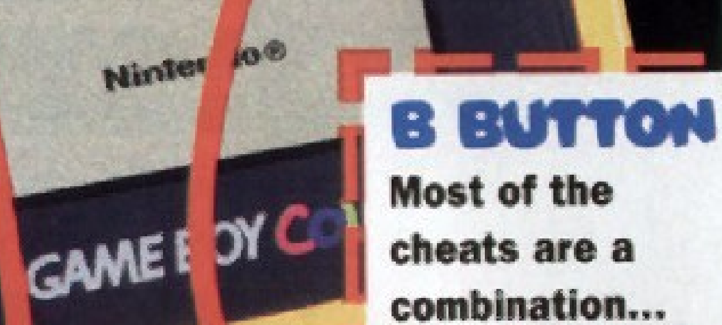
Find out how you can get the special Mewtwo bonus stage on this crazy pinball game by zipping over to page 41!



Know Your Pad!

Here's where all those pesky buttons are...





D-PAD Move up, down, left and right with this widget!

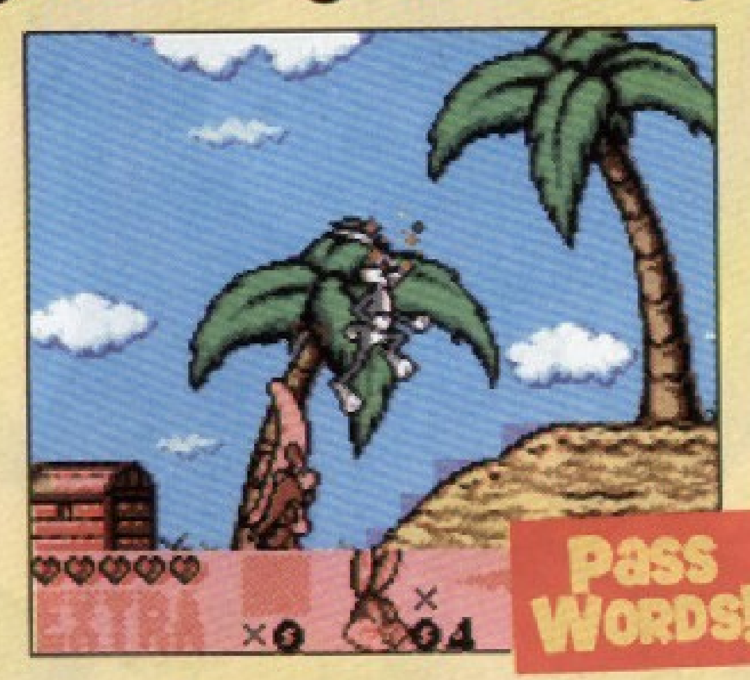
START You can pause the game with this button.

B BUTTON Most of the cheats are a combination...

A BUTTON ...of the A and B buttons. Press them carefully.

SELECT This button helps you around the menus.

Bugs Bunny Crazy Castle 3



Pass Words!

Level	Password
4	SXBX47
5	XCB84R
6	CTB84R
7	CSB8G7
8	TXB24H
19	1SB849
10	LCB8GW
11	5TBV4R
12	0LB84W
14	81BV47
15	45B2G7
16	GLBVG7
17	QLBVGW
18	?5BVGW
19	MDBX4K
20	30B84K
21	N0B8BB
22	28B8G2
23	R4B8G2
24	HGB24V
25	7MBXGZ
26	W3B8G6
27	JNBX4K
28	92B249
60	GXXVPL or 97X3GW

Maya the Bee

Pass Words!

Password	Level	Level name
CBTHPM	2-1	Bee Hive Classroom
LHDDQJ	2-5	Bee Hive Classroom
MDGKMQ	3-1	Bee Hive Nursery
BKHPJS	3-5	Bee Hive Nursery
DMCSLB	3-9	Bee Hive Nursery
KPSFHG	1-5	Out on a Limb
GMQTCK	4-1	The Fields
MHNTGF	4-5	The Fields
NLBRTC	5-1	Nearing the Termites
RGTMNL	5-5	Nearing the Termites
FBLHCH	6-1	In the Termite Mound
HQFLMP	6-5	In the Termite Mound
JCDTKQ	6-9	In the Termite Mound
PFPQFM	7-1	By the Pond
QGKNBH	7-5	By the Pond
CJJGQB	7-9	By the Pond
LHHDBT	8-1	The Ant Hill
BNMBLD	8-5	The Ant Hill
MRRSDR	8-9	The Ant Hill
QTTCSN	9-1	The Ant Hill

Bust a Move 4

Bonus Characters

When the main menu appears, press **Up, Down, Left, Left, Right, Up, A, B, B, A** to access all the extra characters in the game.

Extra Puzzles

At the title screen (where it tells you to push start press **A, Left, Right, Left, A**. If you do the code correctly then an orange figure will appear in the lower right-hand corner telling you that the extra puzzles are yours.



Pokémon Pinball

How To evolve Pokémon

Red Field
Shoot the pokéball through the left outside loop, each time you pass through the loop, one evolution arrow will light up. When all three arrows are lit up shoot the ball into the evolution cave and then choose your Pokémon you want to evolve. Example: If you want to evolve Shellder, follow the above process. Now make the pokéball hit all three water stones then shoot the ball into the hole in the middle of the field.

Blue Field
Shoot the pokéball through the far left loop – each time the pokéball passes through the loop one evolution arrow will light up. When all three arrows are lit up shoot your ball into Slowpoke's mouth. Then choose the Pokémon you want to evolve.

Example: To evolve Pikachu, follow the above rules. Now make the pokéball hit all three Thunder Stones before shooting the ball in the hole in the middle of the field.

Mewtwo Bonus Stage
To get the Mewtwo bonus stage, play both bonus stages on each field – Seel and Meowth stages on the Blue field, Gengar and Diglett on the Red field. The next bonus stage will be Mewtwo's stage.

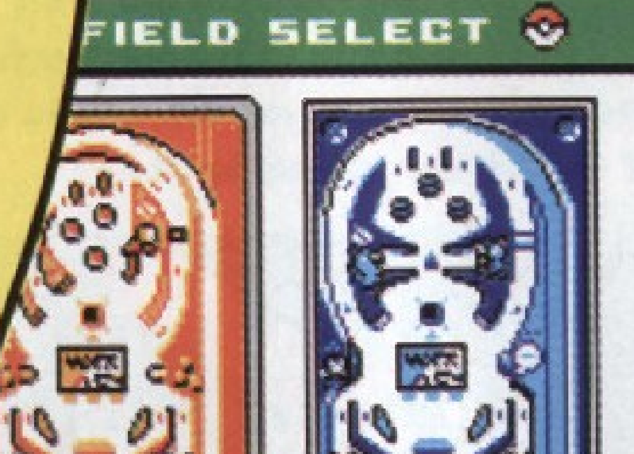
Special Evolution Bonus
To get the special evolution bonus you must get into the evolution mode. After you have done this, go to the menu and select a Pokémon that has a star beside it. Go through the whole evoultion process with that Pokémon and after you 'evolve' the pokémon, you will get a special evoulution bonus worth 10,000,000!

Special Stages
In order to get a special stage you have to catch three Pokémon in one place. Example: If you catch Pikachu, Pidgey, and another Pidgey in Viridian forest without losing all your balls or changing location, a hole will appear saying 'Go To BONUS'. Drop the ball into the hole and you'll enter the stage according to your field. The Red field bonus stage is Diglett's Cave and the Blue field bonus stage is Meowth's House.

Where To Find Pokémon

Each Pokémon has a preferred hiding spot – here's where to find many of them.

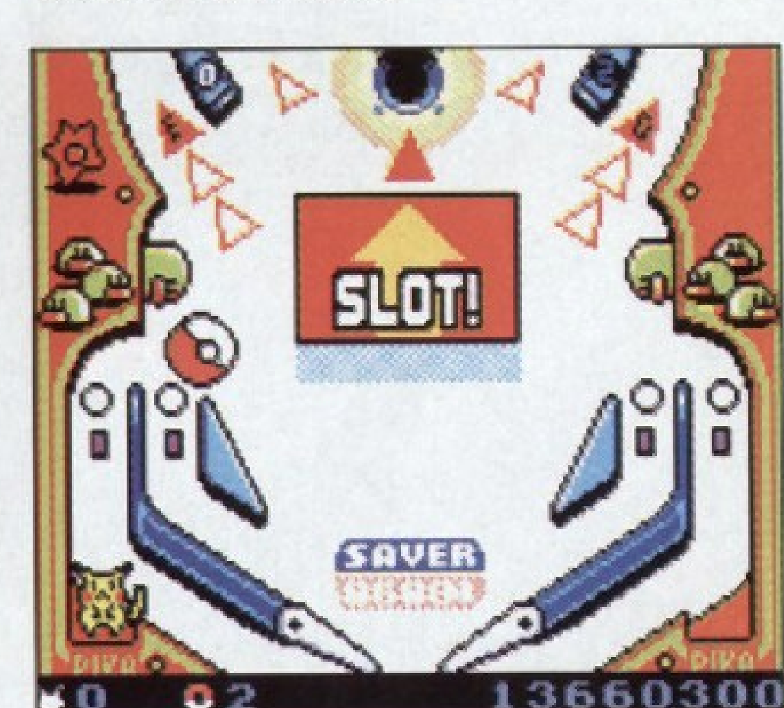
Red Field	
Pallet Town	Charmander, Rattata, Nidoran (M and Poliwag.
Viridan Forest	Weedle, Pidgey and Pikachu.
Pewter City	Spearow, Jigglypuff, Ekans and Magikarp.
Cerulean City	Oddish, Mankey, Jynx and Abra.
Vermilion City Seaside	Shellder, Krabby, Ekans and Farfetch'D.
Rock Mountain	Voltorbe, Diglett and Mr.Mime.
Lavender Town	Gastly, Magnemite, Cubone and Electabuzz.
Cycling Road	Spearow, Doduo, Lickitung and Snorlax.
Safari Zone	Paras, Rhyhorn and Chansey.
Seafoam Islands	Horsea, Staryu, Seel and Articuno.
Cinnabar Island	Ponyta, Growlithe, Omanyte and Kabuto.
Indigo Plateau	Machop, Onix and Ditto.
Blue Field	
Viridan City	Squirtle, Nidoran (M and Bulbasaur.
Viridian Forest	Caterpie, Rattata and Pikachu.
Mt.Moon	Zubat, Paras and Clefairy.
Cerulean City	Bellsprout, Meowth, Jynx and Abra.
Vermilion City Streets	Shellder, Krabby, Farfetch'D and Sandshrew.
Rock Mountain	Diglet, Voltorbe and Mr.Mime.
Celadon City	Mankey, Meowth, Eevee and Porygon.
Fuchsia City	Magikarp, Goldeen, Kangashan and Exeggcute.
Safari Zone	Doduo, Nidoran (F and Chansey.
Saffron City	Ekans, Sandshrew, Hitmonchan and Hitmonlee.
Cinnabar Island	Ponyta, Koffing, Aerodactyl and Magmar.
Indingo Plateau	Geodude, Ditto, Moltres and Mewtwo



The style of play that you have to use depends on which field you choose from the outset. Honestly, talk about decisions...



The Blue field has some tough corners to get into if you want to get all of those Pokémon before you lose all your balls.



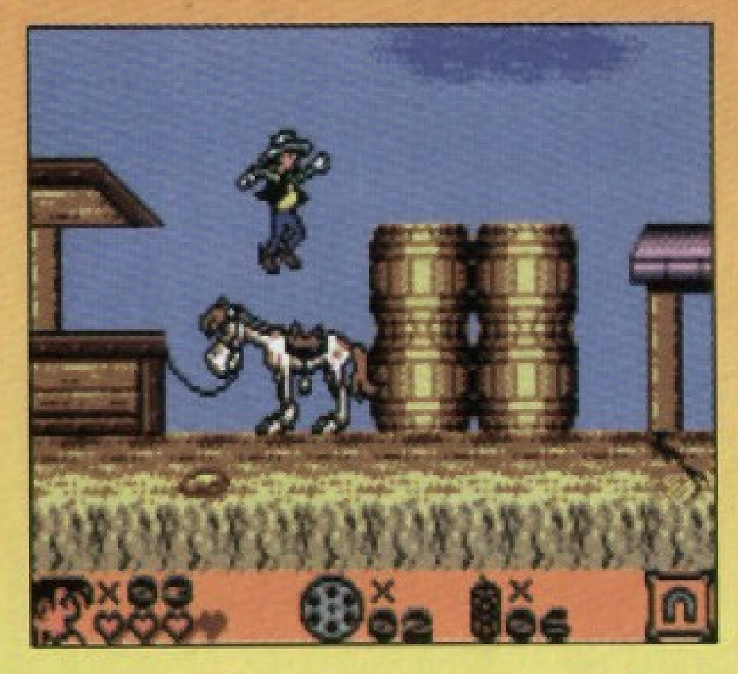
The Red field is a little easier but that doesn't mean you'll get a chance to relax for a second. Remember, you gotta catch 'em all!

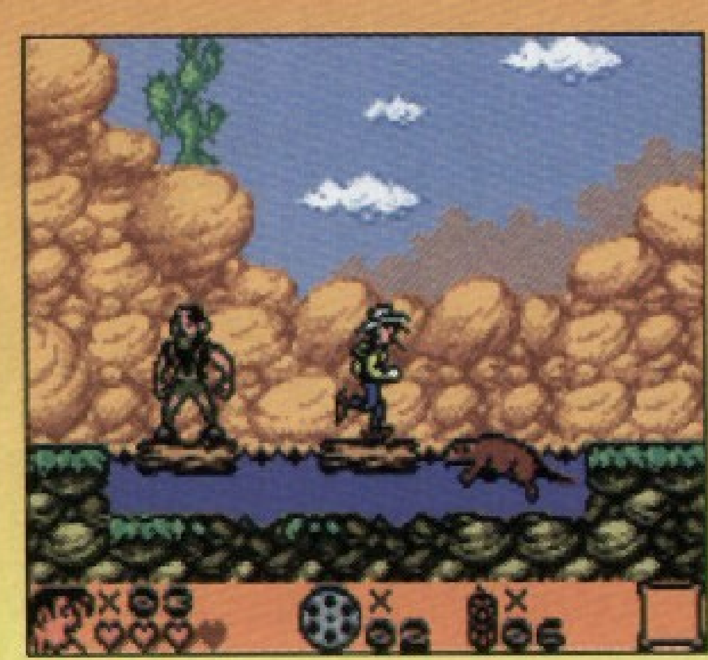
Help!

Lucky Luke

Pass Words!

Level	Password
1	Luke, Horse, Horse, Old Man, Luke
2	Coyete, Horse, Luke, Old Man, Old Man
3	Old Man, Coyete, Luke, Horse, Coyete





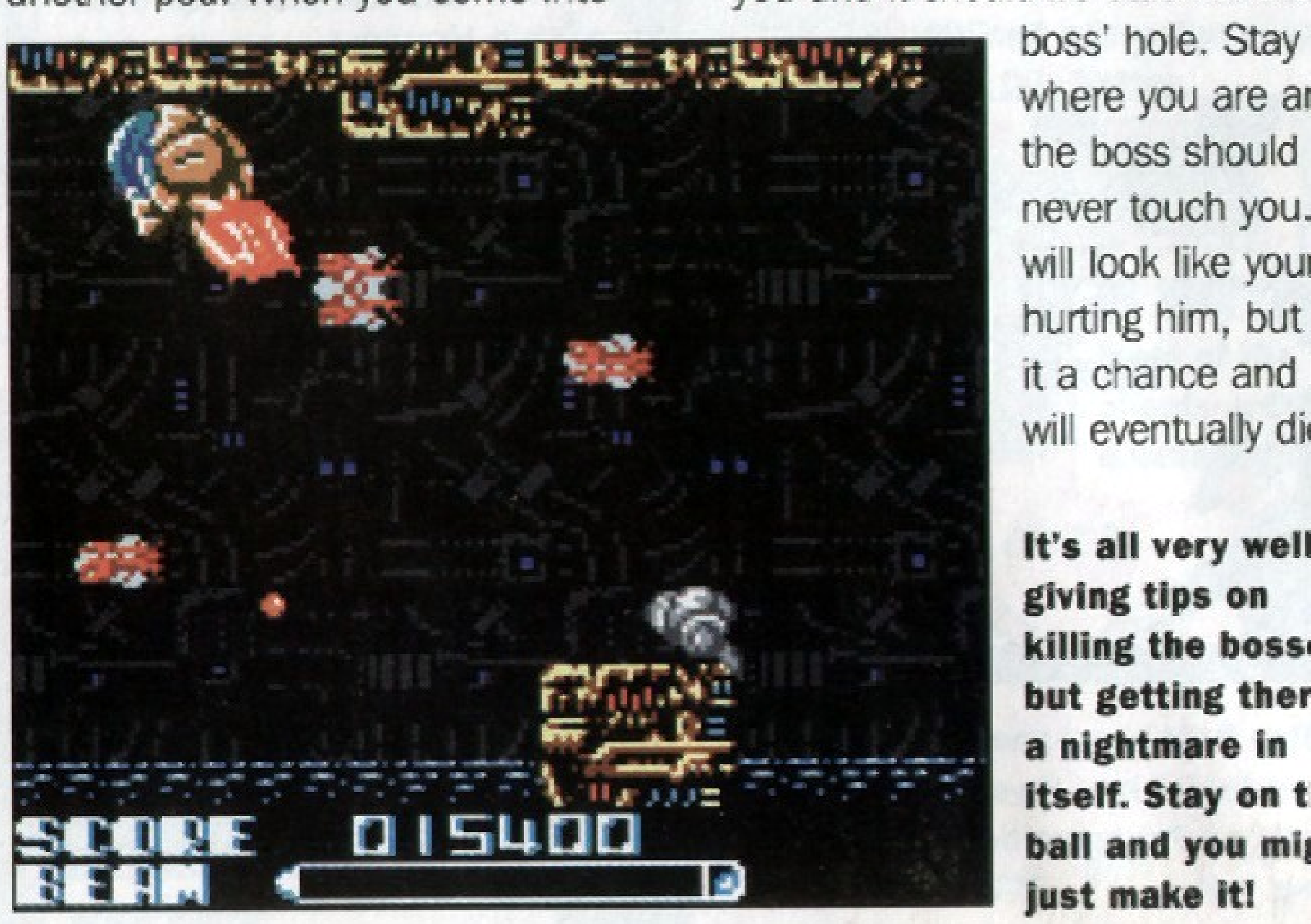
R-Type DX



Make sure you use your firepower to the max when you're playing R-Type. It's possibly one of the toughest games in history!

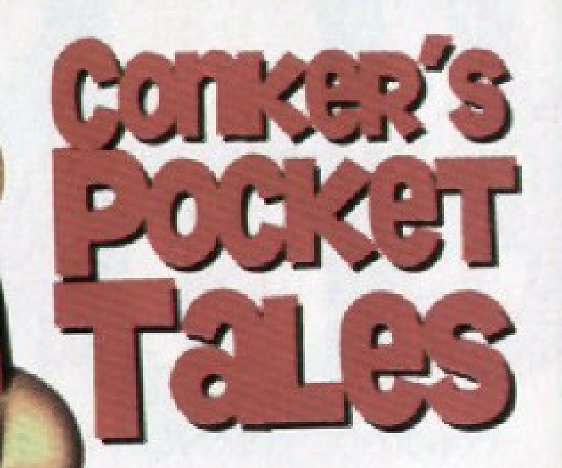
Beat the Bosses in R-Type 2

On the first boss all you need is a pod. Wait until he moves his tail, then shoot your pod into the middle to hit him. Repeat until he is dead. For the second boss you'll also need another pod. When you come into the boss screen, try to fire your pod next to the opening at the top without overshooting. Go to the bottom left-hand side, get low to the ground and as close as you can to the plant. Now call your pod back to you and it should be stuck in the boss' hole. Stay where you are and the boss should never touch you. It will look like your not hurting him, but give it a chance and he will eventually die.



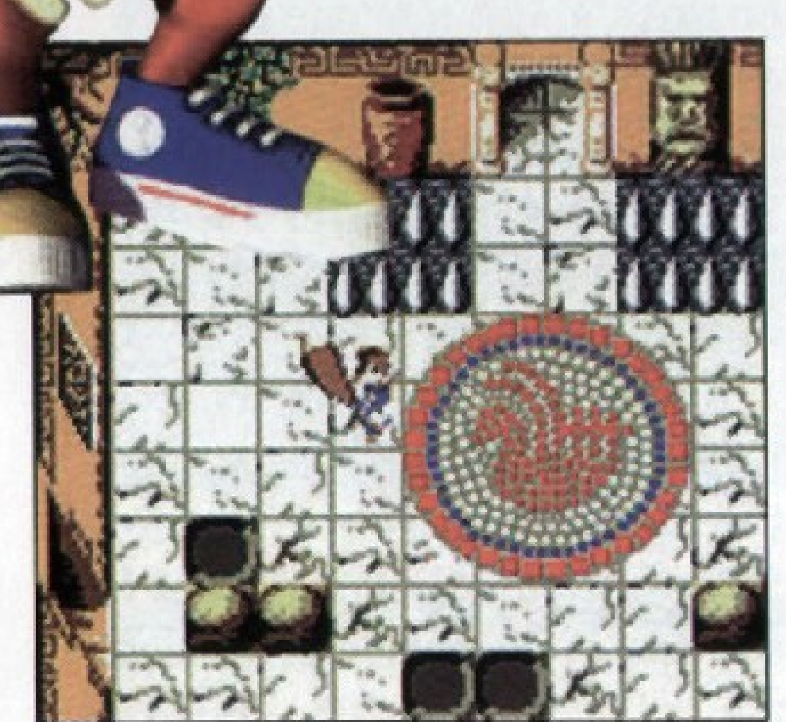
It's all very well giving tips on killing the bosses but getting there is a nightmare in itself. Stay on the ball and you might just make it!

Conker's Pocket Tales



Special Music

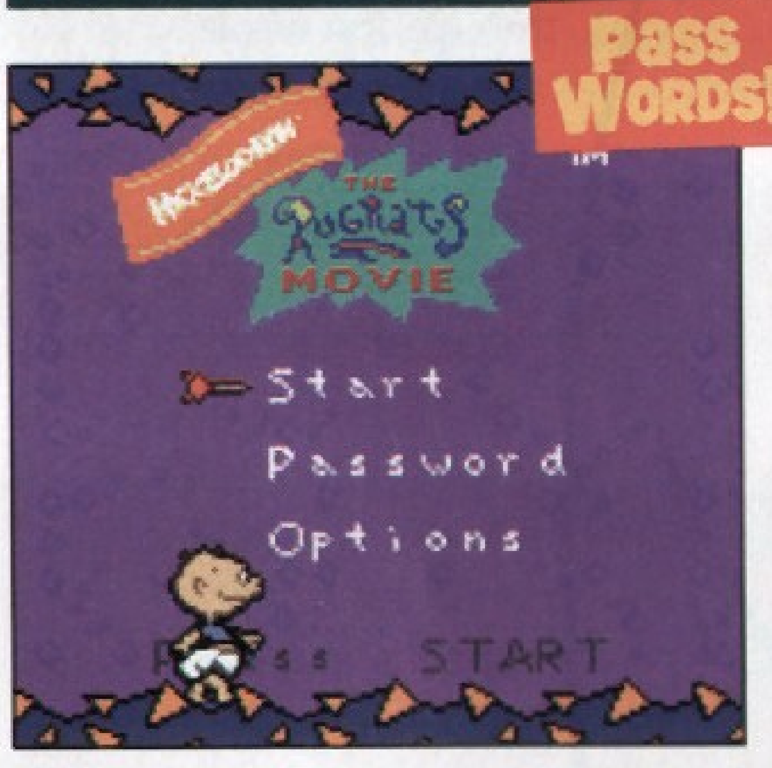
If you simply leave the controls for a while, Conker will sit down and a mystical tune from a familiar Rare game will play. Do you recognise it?



Rugrats: The Movie

Level	Password
2	RQVDHJVV
3	TQMMYQK
4	BVBYFJND
5	RJDBCVRT
6	VNGBLJCV
7	BJGSMVSH
8	LJTBWQQD

Pass Words!



Those little babies have got a big pile of passwords to try out. Each one will transport you directly to one of the action packed levels.



WWF Attitude

Pass Words!

Stone Cold's Passwords

Level	Password
1	CBFPCQJC
2	BCDNBRKB
3	FDCMFSGF
4	DFBCDTHD
5	RQTKRBNR
6	QRSJQCPQ
7	TSRHTDLT
8	STQGSFMS
9	MLPFMGSM
10	LMNDLHTL
11	PNMCPJQP
12	NPLBNKAN
13	HQKTHLDH
14	GRJSGMFG
15	KSHRKNBK



The Rock's Passwords

Level	Password
1	GHKRCSCG
2	KJGSDRDK
3	JKHPFRFJ
4	CBDQGNGC
5	BCFRHPHB
6	FDBSJLJF
7	DFCTKMKD
8	RQSBLJLR
9	QRTCMKMQ
10	TSQDNGNT
11	STRFPHPS
12	MLNGQDQM
13	LMPGRFRL
14	PHLJSBSP
15	NPMKTCTN
16	HQJLBSBH
17	GRKMCTCG
18	KSGNDQDK

Finishing Moves

If you're having trouble pulling off the finishing moves for each wrestler, here's a list of them. Remember that you can't do a finishing move until the white marker under your name lights up.

Stone Cold Steve Austin

Stone Cold Stunner	In tie-up, hold Select and press A.

Undertaker

Tombstone Piledriver	In tie-up, hold Select and press A.

HHH

Pedigree	In tie-up, hold Select and press A.

Ken Shamrock

Ankle Lock Submission	In tie-up, hold Select and press A.

X-Pac

X-Factor	In tie-up, hold Select and press A.

Road Dogg

Pump Handle Slam	In tie-up, hold Select and press A.

Billy Gunn

Fame-asser	In tie-up, hold Select and press A.

Goldust

Curtain Call	In tie-up, hold Select and press A.

Val Venis

Money Shot	On turnbuckle, hold Select and press A.

Kane

Tombstone Piledriver	In tie-up, hold Select and press A.

Mankind

Mandible Claw	Standing near head of opponent on mat, hold Select and press A.

The Rock

Rock Bottom	In tie-up, hold Select and press A.

Edge

Downward Spiral	In tie-up, hold Select and press A.

Taka

Michinoku Driver	In tie-up, hold Select and press A.

Gangrel

Implant DDT	In tie-up, hold Select and press A.

Big Boss Man

Big Boss Slam	In tie-up, hold Select and press A.

Al Snow

Snow Plow	In tie-up, hold Select and press A.

The Godfather

Pimp Drop	In tie-up, hold Select and press A.

Sable

Sable Bomb	In tie-up, hold Select and press A.

Jeff Jarret

Inverted Russian Leg Sweep	In tie-up, hold Select and press A.

The Undertaker's Passwords

Level	Password
1	SGKTCRHG
2	RKGQDSJK
3	QJHRFTKJ
4	PCDNGLBC
5	NBFPHMCB
6	MFBLJNDF
7	LDCMKPFD
8	KRSJLGQR
9	JQTKMHRQ
10	HTQGNJST
11	GSRHPKTS
12	FMNDQBLM
13	DLPFRCML
14	CPLBSDNP
15	BNMCTFPN
16	TRJSBQGH
17	SQKTCRHG
18	RTGQDSJK

The Rock's Passwords

Level	Password
1	GHKRCSCG
2	KJGSDRDK
3	JKHPFRFJ
4	CBDQGNGC
5	BCFRHPHB
6	FDBSJLJF
7	DFCTKMKD
8	RQSBLJLR
9	QRTCMKMQ
10	TSQDNGNT
11	STRFPHPS
12	MLNGQDQM
13	LMPGRFRL
14	PHLJSBSP
15	NPMKTCTN
16	HQJLBSBH
17	GRKMCTCG
18	KSGNDQDK

Edge's Passwords

Level	Password
1	SHTPLMJG
2	BJQLPNHK
3	QKRMNPGJ
4	PBNSRQEC
5	NCPTQRDB
6	MDLQTSCF
7	LFMRSTDD
8	KQJDCBTR
9	JRKFBCSQ
10	HSGBFDRT
11	GTHCDFQS
12	FLDJHGPM
13	DMFKGHNL
14	CNBGKJMP
15	BPCHJKLM
16	TQSNMLKH
17	SRTPLMJG
18	RSQLPNH

Sable's Passwords

Level	Password
2	QCGMAKHG
3	TDKNSGJK
4	SFJPTHKJ
5	MGCQLDBC
6	NKDTPCFD
7	HLRBGSQP
8	GMQCHTRQ
9	JPSFKRTS
10	BRLHCPML
11	FSPJDLNP
12	DTNKFMPN
13	RLHLQJGH

Kane's Passwords

Level	Password
2	JBKBGRGG
3	GDHDKSKK
4	FHDHCLCC
5	DGFGBMBB
6	CKBKFNFF
7	BJCJDPDD
8	TMSMRGRR
9	SLTLQHQQ
10	RPQPTJTT
11	QNRNSKSS
12	PRNRMBMM
13	NQPQLCLL
14	MTLTPDPP
15	LSMSNFNN
16	KMJCHQHH
17	JLKBGRGG
18	HPGFKSKK



With these passwords, you'll be laying the smack down to your opponents in no time at all.

HELP!

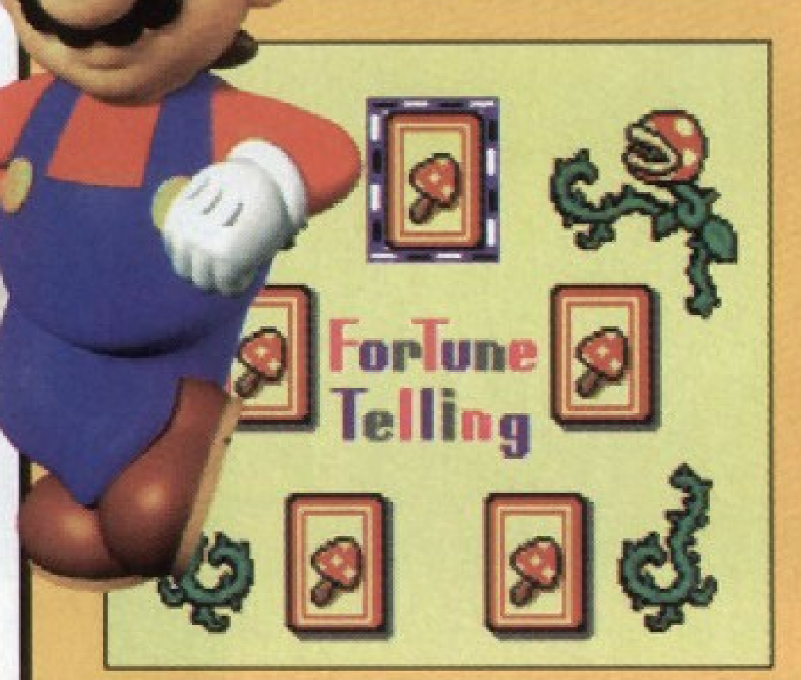
These turtles crop up throughout the game and are a real pain in the beck. Jump on them to make them hide inside their shells, then again to knock them off!

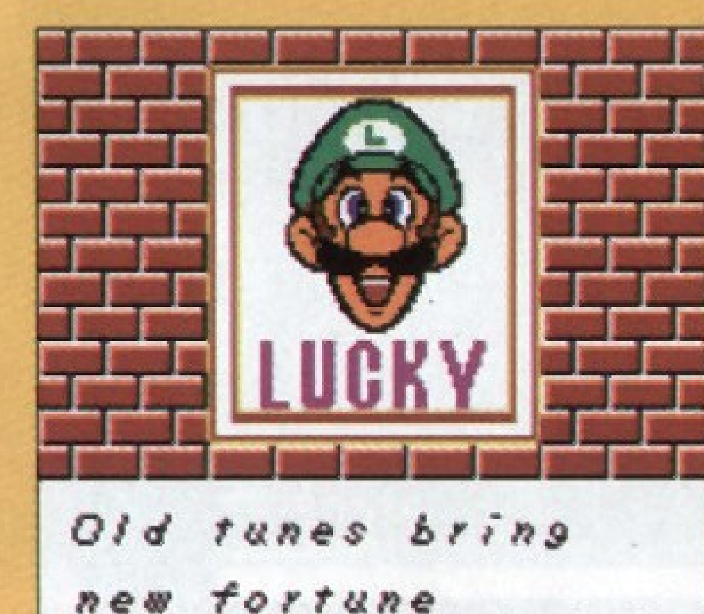
Flying turtles are even more tricky! You must jump on them to get rid of their wings, then continue to jump on them in the normal manner before you can despatch them off the platform.

Super Ma



Lost Levels easy access





Having trouble getting the 300,000 points required to access the Lost Levels? One easy way is to play the 'Fortune Telling' game until you get the Princess' 'Extremely Lucky' 5-Up bonus. Then start a new game with your ten lives and play your way through. Stomp on every enemy and collect every coin, and smash a few superfluous bricks here and there. Always try to grab the top of the flagpole. Somewhere around world five you should have more than enough points to qualify.



Finding Yoshi eggs

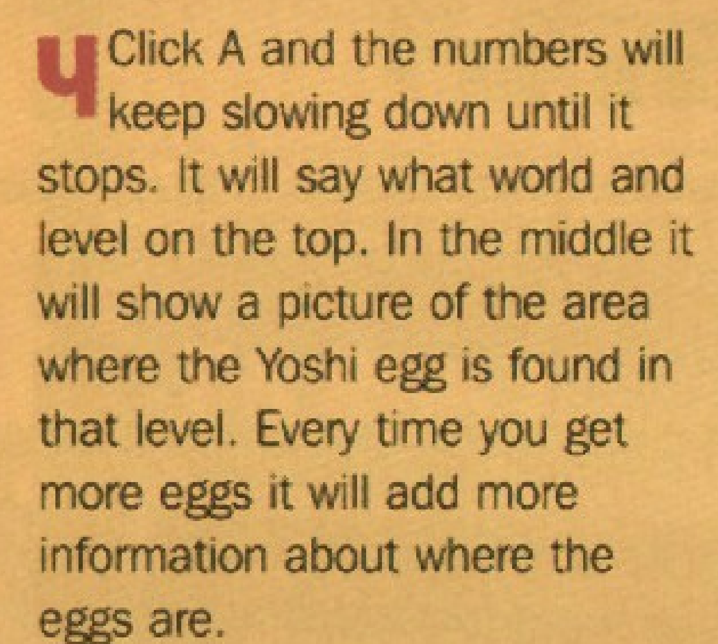
There are a couple of easy steps to follow when collecting Yoshi eggs in the challenge game.

1 Find a Yoshi egg in a level.

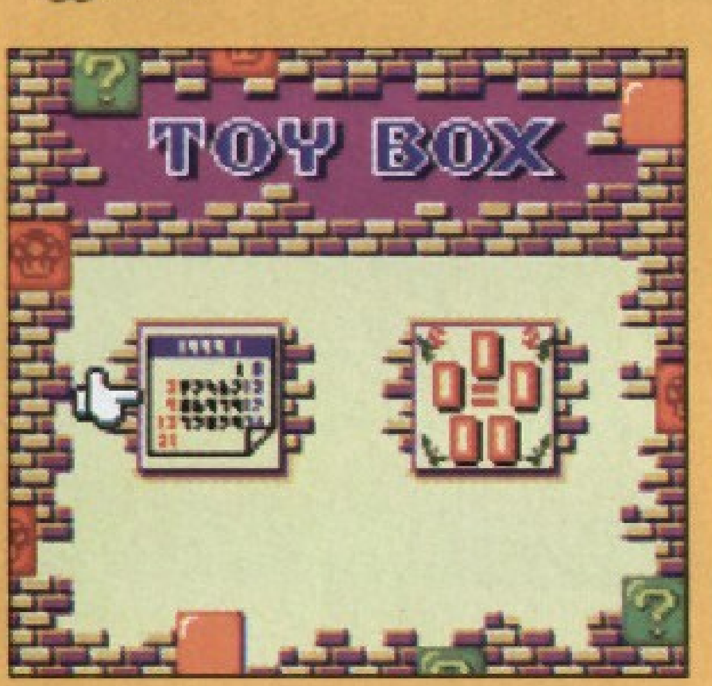
2 Go to the Toy Box where there should be a Yoshi picture. Go down to it and press A.

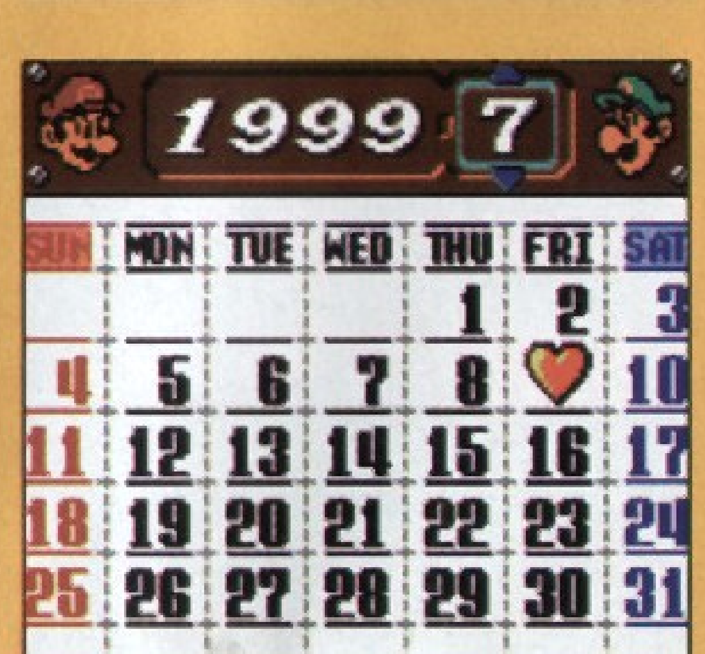
3 When you click on it, it should bring you to a black screen with scrolling numbers on the top.

4 Click A and the numbers will keep slowing down until it stops. It will say what world and level on the top. In the middle it will show a picture of the area where the Yoshi egg is found in that level. Every time you get more eggs it will add more information about where the eggs are.

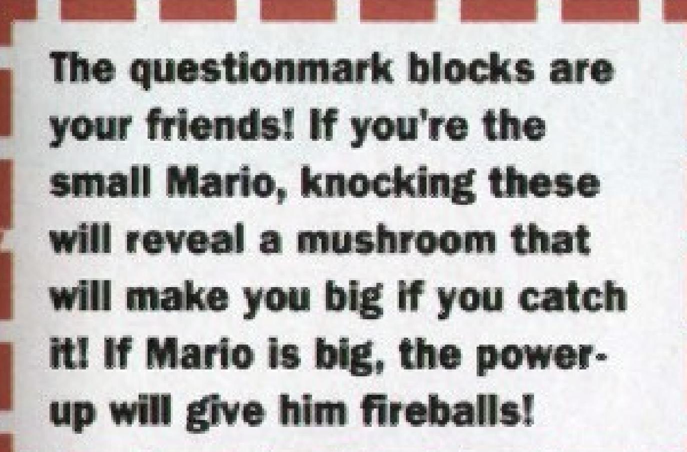
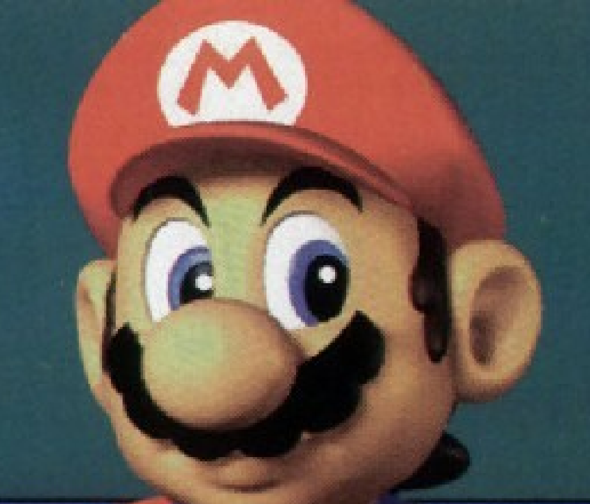




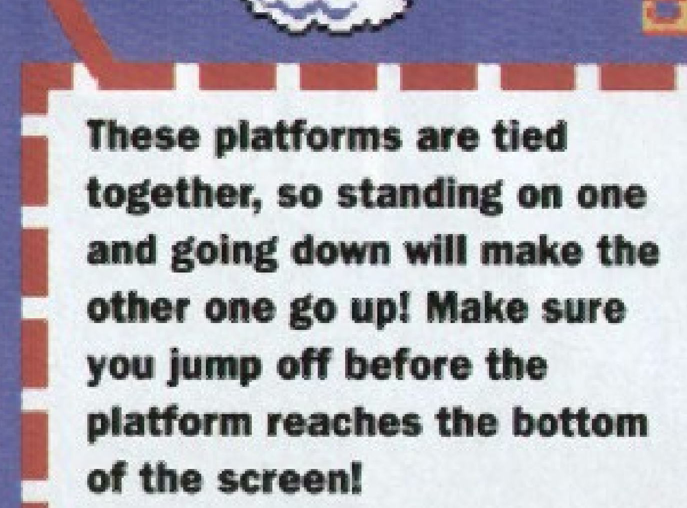




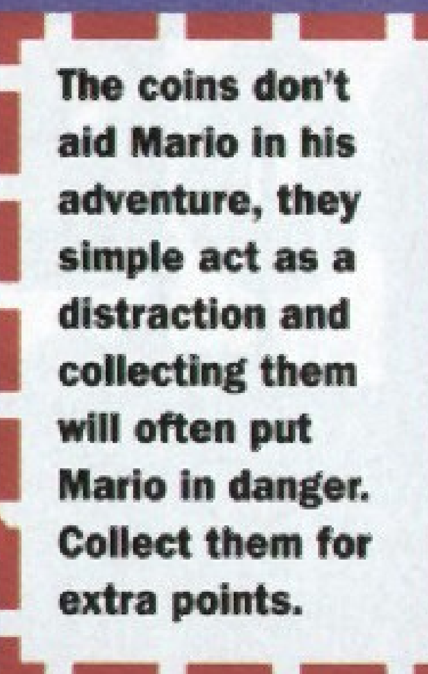



The questionmark blocks are your friends! If you're the small Mario, knocking these will reveal a mushroom that will make you big if you catch it! If Mario is big, the power-up will give him fireballs!



These platforms are tied together, so standing on one and going down will make the other one go up! Make sure you jump off before the platform reaches the bottom of the screen!



The coins don't aid Mario in his adventure, they simple act as a distraction and collecting them will often put Mario in danger. Collect them for extra points.

RIO Deluxe

Filling Up Your Album

To get all the pictures in your album you must make sure you perform the following tasks...

- Destroy a Goomba
- Destroy a Hammer Brother
- Play a Link Vs with a mate
- Destroy a Koopa Troopa
- Find a hidden 1-Up
- Clear world 8-4
- Destroy a bullet guy
- Save Peach
- Trade High scores
- Destroy a Squid
- Discover a beanstalk
- Destroy Latiku
- Destroy a beetle
- Destroy Bowser using fireballs
- Destroy a fish
- Get fireworks above a castle

Warp Zones

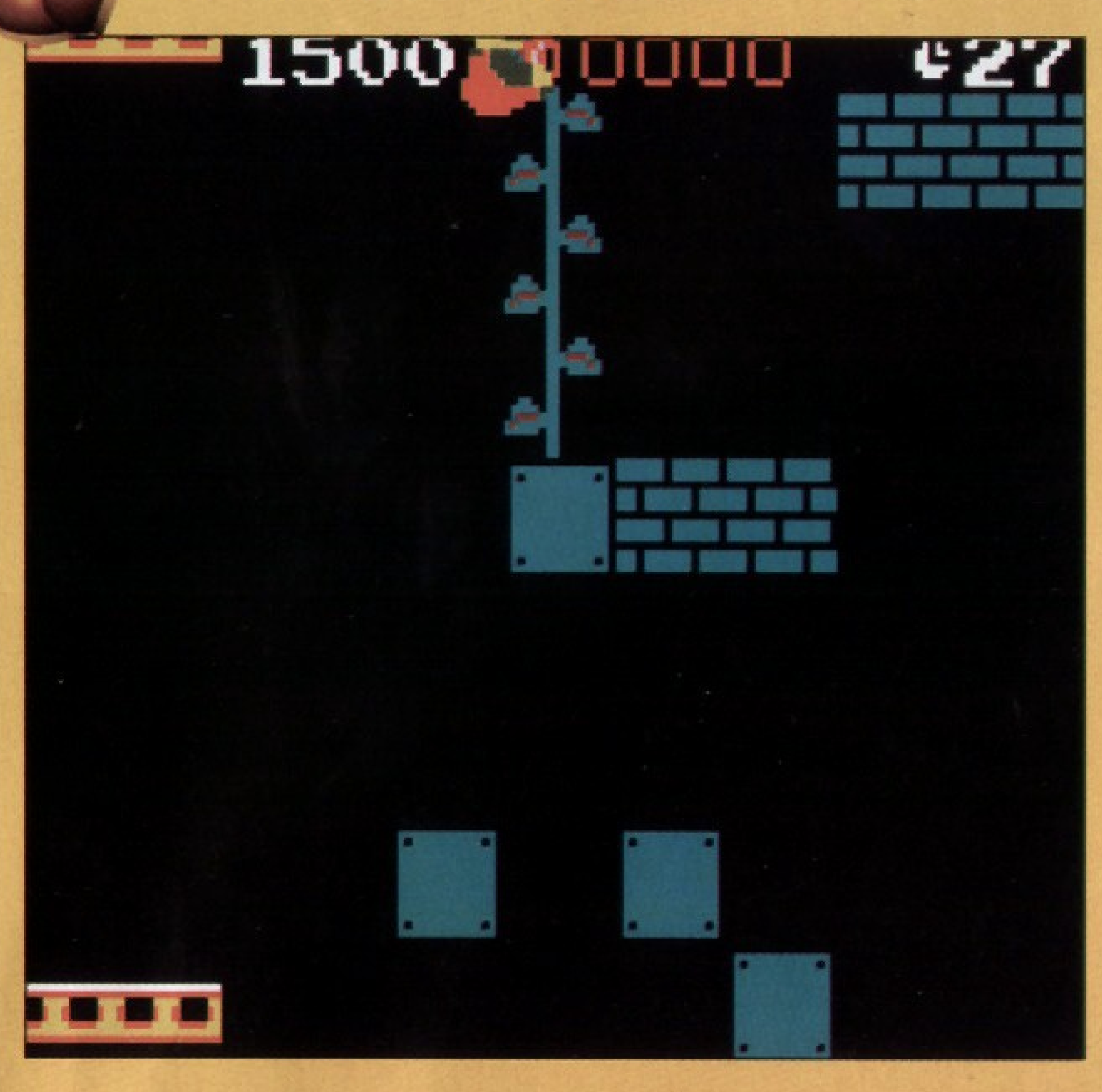
Watch out for levels with block roofs – they often have secret warp zones hidden away. Bash through the blocks and run along the top of the level, skipping all the action below. Run on past the exit pipe and you'll enter the warp zone, with three choices.





Climb a Beanstalk

You can warp all the way to levels six, seven and eight by finding a secret beanstalk. On level 4-2 move along to the first falling platforms and stand underneath the three blocks. When you bash these as small Mario three hidden blocks will appear. Climb up and bash the left block to make the beanstalk appear. Now climb up to enter Mushroom Land! Collect as many coins as you can here before entering the warp area at the end.



Uncovering the beanstalk is quite tricky. Jump into the air to find the secret blocks, then jump onto these and hit the left-hand block – the beanstalk will start to rise and you can then climb it!

Mission: Imposs[ible]

FROM? INFOGRAMES · WHEN? NOVEMBER

The blockbusting movie starring Tom Cruise has finally made its way to the Game Boy Color and it's looking like a right blast! As top member of the Impossible Mission Force (or IMF) Ethan Hunt your task is to successfully complete the 12 missions using the special tools that all secret agents are equipped with. You'll be able to find a face maker, explosive chewing gum, night-sight glasses and a video freeze – where you use them is left up to you!

Being an official conversion of the movie Infogrames have packed in as many names, places and official bits of artwork as they can to give the game that authentic feel. The result is a cool scrolling adventure game with a wide variety of levels and lots of action to keep you on your toes. You'll even be able to communicate with other IMF agents using the Game Boy Color's infrared link! Snazzy stuff – look out for the game this November.



SIBLE

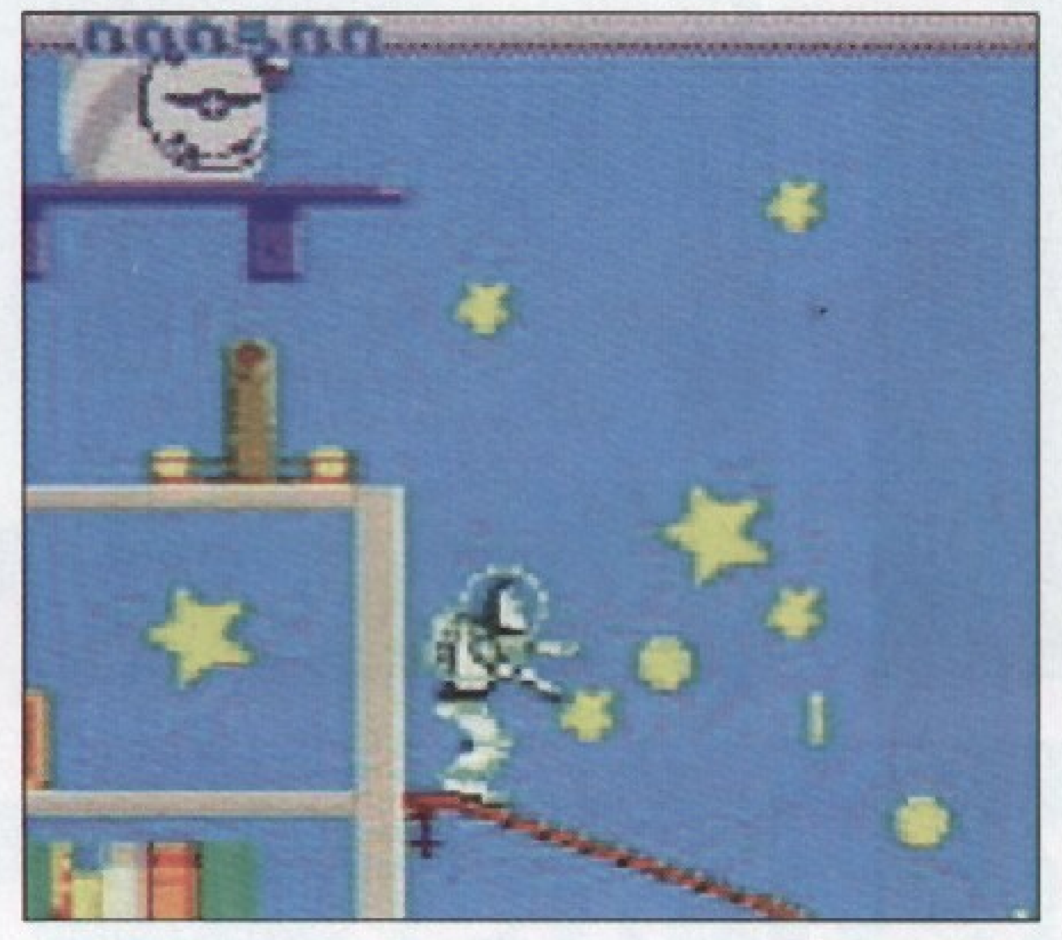


TOTAL GAME BOY COLOR One 2 watch!









The biggest computer generated movie of all time is about to get a sequel, and the videogame spin-offs are already coming out of the woodwork. Pixar and Disney's *Toy Story 2* is going to take the country by storm later on this year, possibly being a Christmas box office smash hit! The Game Boy Color game developed by Disney Interactive and THQ is looking mighty fine too!

All the old favourites are in the game: Slinky Dog, Hamm and Rex but this time you get to play Buzz Lightyear himself as he attempts to rescue Woody from the hands of a dastardly toy collector. There are new characters in this movie that have also made their videogame debut. Jesse the Cowgirl, The Prospetor and Bullseye the toy horse, but what they look like is a mystery – Disney don't like to unveil their secrets too early.

The game follows the familiar platform format with Buzz leaping and bounding around the eight levels but don't fret – there are a few surprises in store. Buzz has special moves including slide kicks, laser attacks and a disk launcher arm attachment and you'll get to battle it out with the evil Emperor Zurf! This game will be doing the rounds later in the year.



FIFA 2000

Some of the fans are on the pitch… they think it's a new game… but it's just another incarnation of FIFA! Okay, so that's a bit unfair, the FIFA games have always been the best in soccer on all game consoles and THQ are about to release the handheld soccer game for the Millennium – *FIFA 2000*.

This title has everything from sliding tackles to penalty shots with 50 elite teams from around the world and lots of modes to choose from: exhibition, tournament, playoffs, league and indoor. With passwords so that you can return to a game at the point you left off and enhanced graphics for the Game Boy Color this should be a good kickabout.



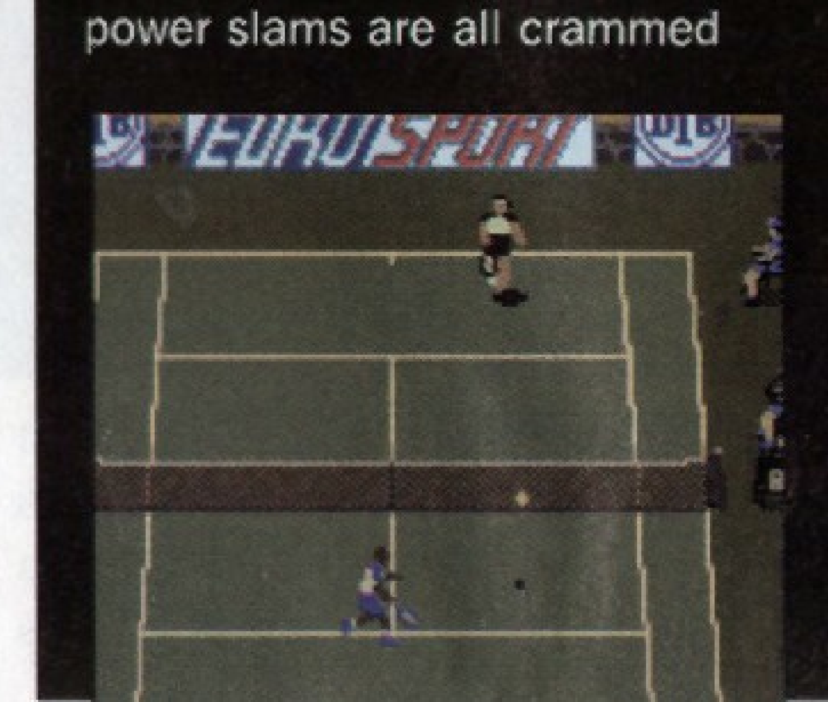
All Star Tennis '99

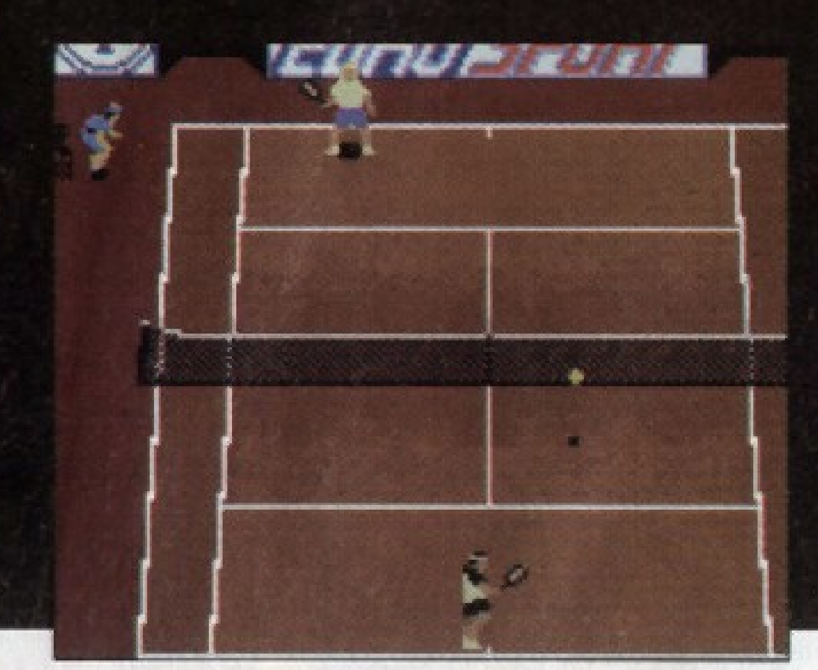


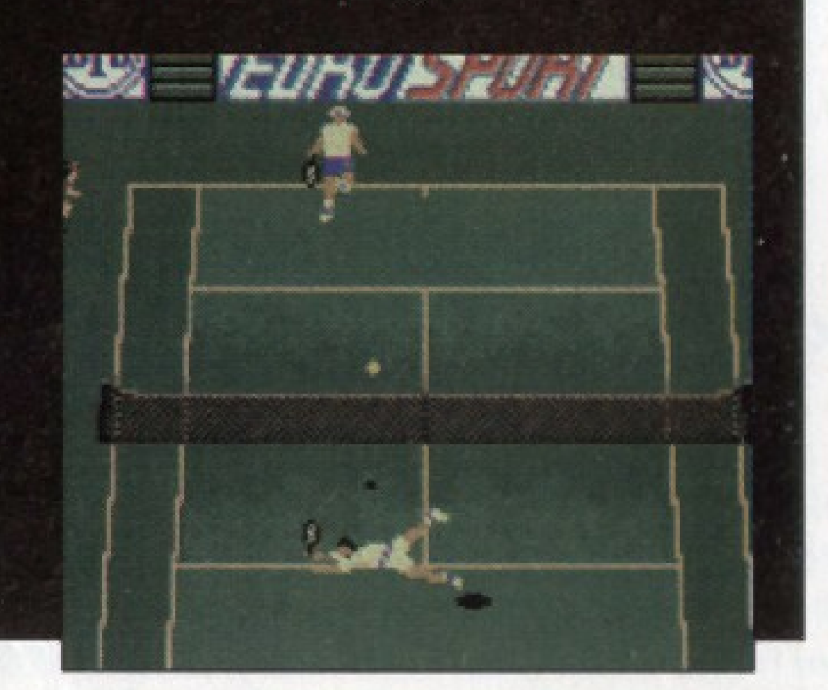
Wimbledon may be over but you can start your very own tennis tournament when you get your hands on the new game from Ubi Soft. *All Star Tennis '99* has been developed in the UK by Smart Dog and brings tennis to life on the handheld with big names, a selection of shots and lots of balls!

Volleys, slices, passes and power slams are all crammed into the Game Boy Color game with small but perfectly formed players running around the screen. If you're a tennis fan you might recognise Jana Novotna, the previous Wimbledon champion making a cameo appearance along with a bunch of top ranking tennis players – but when they're only five pixels wide you'll have to really squint to make them out!

There are fictional characters too, and they all have different strengths, skills and two outfits each so you can double them up! There's even a bunch of special moves each character can perform adding an extra element to the sports sim. Sounds smashing!









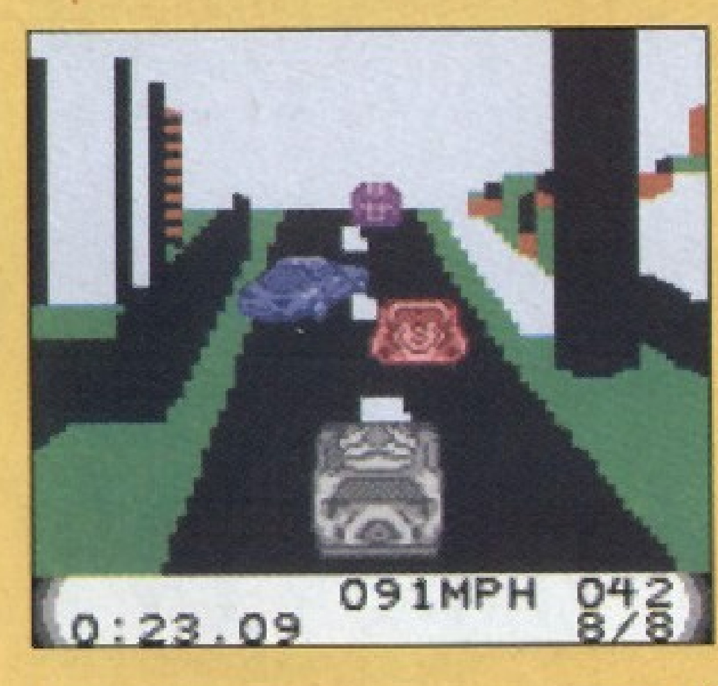


San Francisco Rush

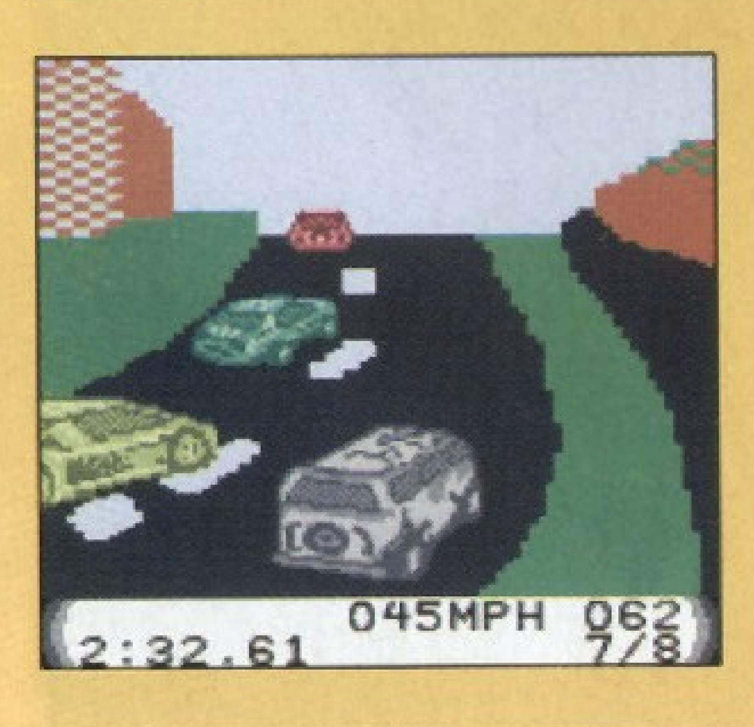


One of the greatest driving games on the Nintendo 64 has to be *San Francisco Rush*. Many people would disagree, but the game had speed, shortcuts, amazing stunts and some really cool gameplay elements. THQ are now preparing to bring this polygon masterpiece to the small screen with an all new Game Boy Color version.

The amazing thing is that they've also gone for a polygon feel with the Game Boy game – creating the levels in a similar way to the N64. It a 3D racing game for your handheld! How playable it will be, we'll all have to wait and see. In the meantime, take a gander at these shots...





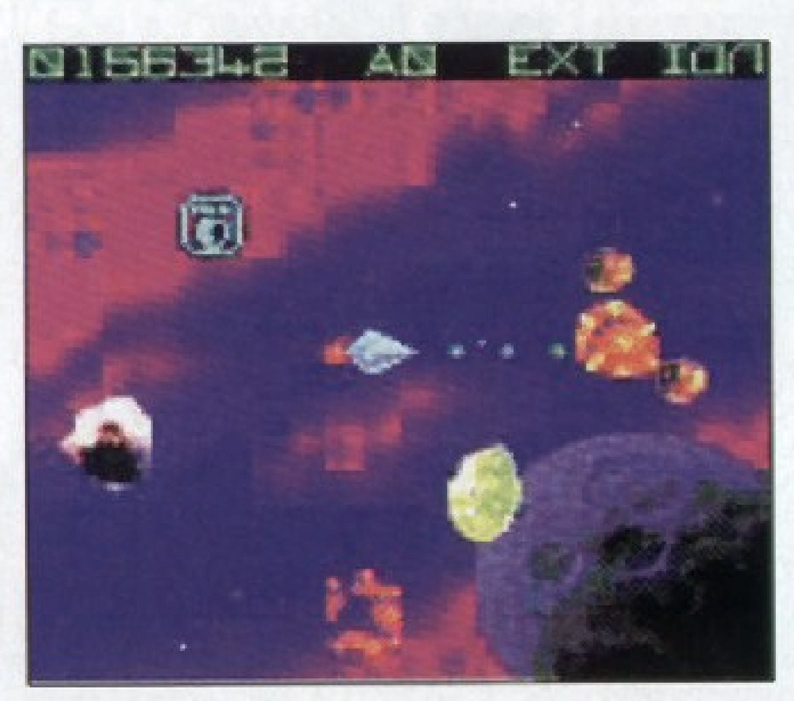


Asteroids

FROM? ACTIVISION WHEN? AUTUMN

Another old arcade classic makes it onto Game Boy Color, but this time a bit of effort has been put into bringing the game up-to-date. *Asteroids* takes the classic 1979 gameplay and adds more colour, better graphics and smart sound effects. Fortunately Activision haven't messed around with the gameplay though, sticking to the 'shoot the rock' style that everyone knows and loves. There are a few new elements though including black holes that will warp you to a completely new level!

Asteroids has also been created to be a two-player Game Boy Color game with two adversaries competing via a link-up cable – that should be fun!

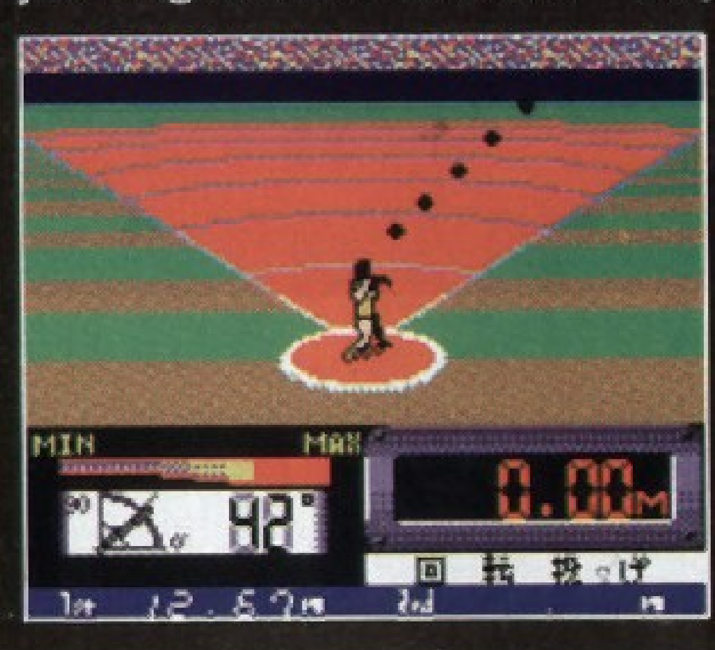




International Track and Field

Long, long ago in a world far, far away there was an arcade game that everyone went wild for. The graphics weren't that cool compared to today's standards and the gameplay was a simple button bashing affair, but we all loved it! Of course, this was before most of you were born, so you get to play it this time around on the Game Boy Color instead!

Konami have resurrected *International Track and Field*, the game that broke a thousand joysticks. This new version features a Decathlon and instead of playing a faceless character you get to take an athlete with a speciality in a particular event and train him or her up until they become a strong all-rounder! The gameplay has remained close enough to the original to please those with long-term memories, and the game has enough new elements to bring it bang up to date. If your fingers aren't sore now – they soon will be!

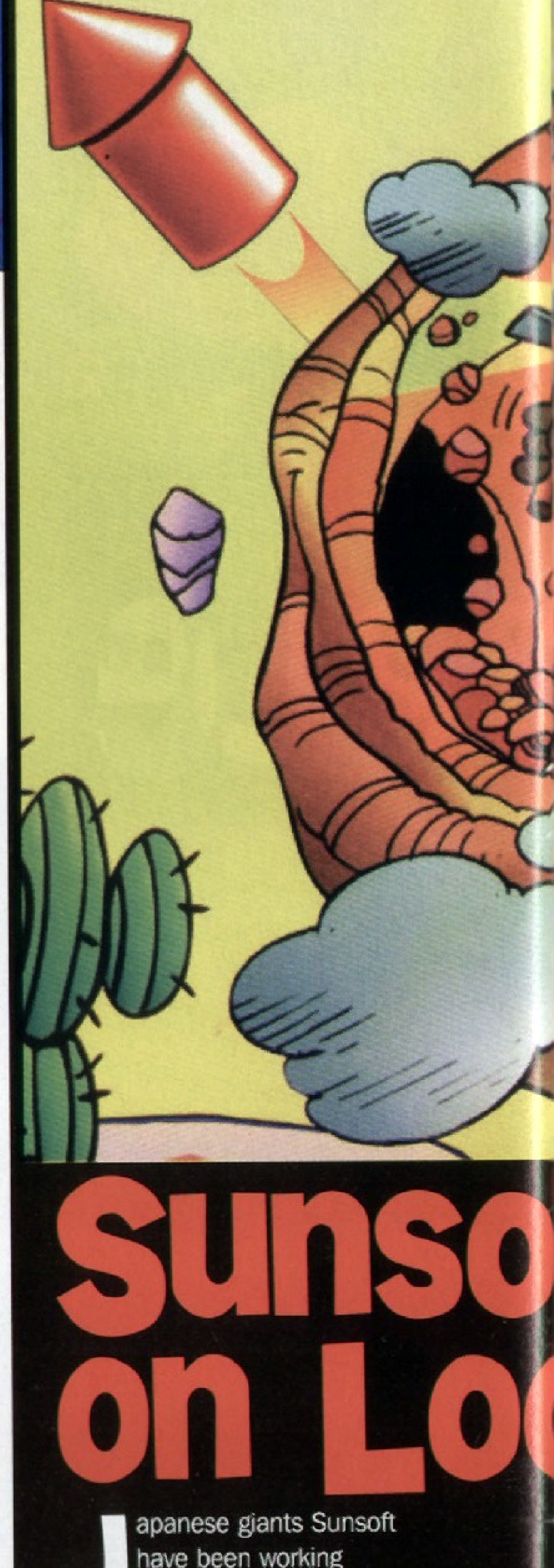




Sunsoft on Lo...

Japanese giants Sunsoft have been working closely with Warner Bros to create a fun new series of games for the Game Boy Color starring cartoon favourites the Looney Tunes. Three new games are set for release before the end of the year: *Road Runner*, *Daffy Duck* and *Tazmanian Rush*, adding to the Looney Tunes game already in the shops.

The *Road Runner* game gives you the chance to help Wile E Coyote catch the pesky Road Runner once and for all in a lightning fast platform game. The



Silver Streak Pinball

What do you get when you cross large fish with sharp teeth and silver balls? No, it's not a bad joke, this is deadly serious – there's a nifty new game on the cards from Take 2 that gives a whole new pinball challenge, including a table full of sharks!

Silver Streak Pinball has seven tables in all: Shark, Terror Dactyl, Double Agent, The Legend of Robin Hood, Galaxy Wars, Ancient Temple of the Aztecs and Motel Hell. As you might have guessed by now each one is loosely based on a famous movie, but they can't tell you which ones for fear of being sued!







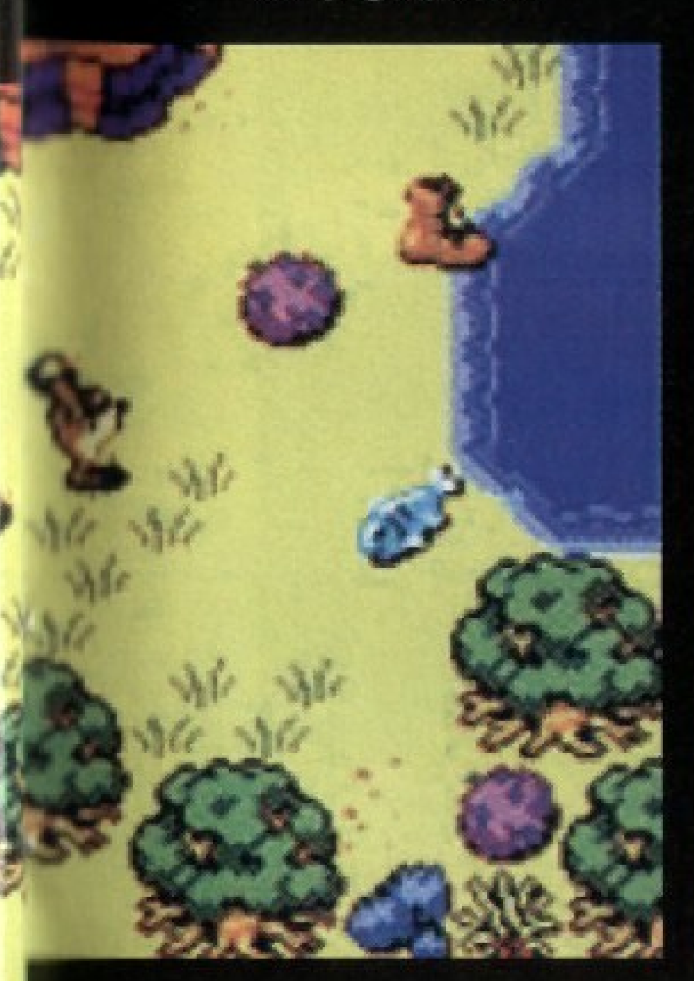


©Warner Bros.

...ft Shines ...oney Tunes!

Daffy Duck title speaks for itself, starring the famous black duck with a lisp the game boasts six levels of action. Then there's one for fans of Tazmanian Devil – *Tazmanian Rush*. As the title suggests it's one rush of a game, with fast action and nifty graphics.

As if all this weren't enough to whet your appetite (and your pants for that matter) for some Looney Tunes action, there's also a *Speedy Gonzales* game on the cards starring that crazy mouse, but nothing is known about the game just yet.









The gameplay is simple with only two flippers to control on each table, so no nasty complications there, and it's compatible with black and white Game Boys too so everyone can join in the fun. We can't wait to get our sweaty hands on this game!

Know Your Games!

The Complete Listing of Game Boy Color Reviews!

Money doesn't grow on trees you know! It's hard earned, as you'll probably agree if you've ever had a paper round or washed your dad's car for 50p (OK, it's gone up to £5 with inflation). So you won't want to waste your money on some naff Game Boy Color game that will keep you happy for five minutes. We've compiled this list to help you out – every game ever reviewed by Total Game Boy Color is here, so check before you splash your cash!

Name of Game	Type of Game	Made By	Color?	Mono?	Reviewed In	Score
720°	Arcade	Nintendo	✓	✗	Issue 3	43%
A Bug's Life	Platform	THQ	✓	✓	Issue 2	58%
Super Breakout	Puzzle	Take 2	✓	✓	Issue 2	70%
Castlevania Legends	Platform	Konami	✗	✓	Issue 1	84%
Centipede	Shoot-'em-up	Take 2	✓	✓	Issue 2	74%
Conker's Pocket Tales	Adventure	Nintendo	✓	✓	Issue 3	92%
Cool Hand	Card game	Take 2	✓	✓	Issue 2	85%
Donkey Kong Land	Platform	Nintendo	✗	✓	Issue 1	86%
Dropzone	Shoot-'em-up	Acclaim	✓	✓	Issue 3	82%
Duke Nukem	Platform	GT Interactive	✓	✗	Issue 3	90%
Final Fantasy Adventure	Role playing	Sunsoft	✗	✓	Issue 1	85%
Final Fantasy Legend II	Role playing	Sunsoft	✗	✓	Issue 1	86%
Final Fantasy Legend III	Pole playing	Sunsoft	✗	✓	Issue 1	92%
Final Fantasy Legend	Role playing	Sunsoft	✗	✓	Issue 1	78%
Frogger	Arcade	Take 2	✓	✓	Issue 2	80%
Game & Watch 2	Arcade	Nintendo	✓	✓	Issue 2	92%
Gex: Enter the Gecko	Platform	Interplay	✓	✓	Issue 2	90%
Mystical Ninja	Role playing	Konami	✗	✓	Issue 1	60%
Harvest Moon	Role playing	Nintendo	✓	✓	Issue 2	93%
Hexite	Puzzle	Ubi Soft	✓	✓	Issue 2	85%
Hollywood Pinball	Pinball	Take 2	✓	✓	Issue 2	64%
International Superstar Soccer	Sports	Konami	✗	✓	Issue 1	86%
Klustar	Puzzle	Infogrames	✓	✓	Issue 3	58%
Logical	Puzzle	THQ	✓	✗	Issue 3	88%
Loony Tunes	Platform	Sunsoft	✓	✓	Issue 2	88%
Men in Black	Shoot-'em-up	Interplay	✓	✓	Issue 2	80%
Micro Machines	Racing	Codemasters	✗	✓	Issue 1	91%
Monopoly	Board game	Konami	✗	✓	Issue 1	90%
Montezuma's Return	Platform	Take 2	✗	✓	Issue 1	79%
Mortal Kombat 4	Beat-'em-up	Midway	✓	✓	Issue 2	51%
Oddworld Adventures	Platform	GT Interactive	✗	✓	Issue 2	85%
Pitfall: Beyond the Jungle	Platform	Virgin	✓	✓	Issue 3	81%
Power Quest	Beat-'em-up	Sunsoft	✓	✗	Issue 1	85%
Quest for Camelot	Role playing	Titus	✓	✓	Issue 2	84%
Rampage World Tour	Arcade	Midway	✓	✓	Issue 2	58%
RC Pro-Am	Racing	Nintendo	✓	✗	Issue 1	95%
Reservoir Rat	Platform	Take 2	✓	✓	Issue 2	84%
Rugrats: The Movie	Platform	THQ	✓	✓	Issue 2	87%
Shadowgate Classic	Role playing	Kemco	✓	✓	Issue 3	48%
Shanghai Pocket	Puzzle	Sunsoft	✗	✓	Issue 1	79%
Super Mario Bros Deluxe	Platform	Nintendo	✗	✓	Issue 3	95%
Super Marioland 2	Platform	Nintendo	✗	✓	Issue 1	92%
Super Return of the Jedi	Platform	LucasArts	✗	✓	Issue 1	72%
Tetris DX	Puzzle	Nintendo	✓	✗	Issue 1	95%
The Smurfs Nightmare	Platform	Infogrames	✓	✗	Issue 3	78%
Top Gear Rally	Racing	Nintendo	✓	✗	Issue 3	55%
Turok 2	Platform	Acclaim	✓	✓	Issue 2	40%
V-Rally Championship Edition	Racing	Infogrames	✓	✗	Issue 3	90%
Wario Land II	Platform	Nintendo	✓	✓	Issue 1	90%
Wave Race	Racing	Nintendo	✗	✓	Issue 1	66%
World Cup '98	Sports	EA Sports	✗	✓	Issue 1	80%
Zelda: Link's Awakening	Adventure	Nintendo	✓	✓	Issues 1 & 2	95%

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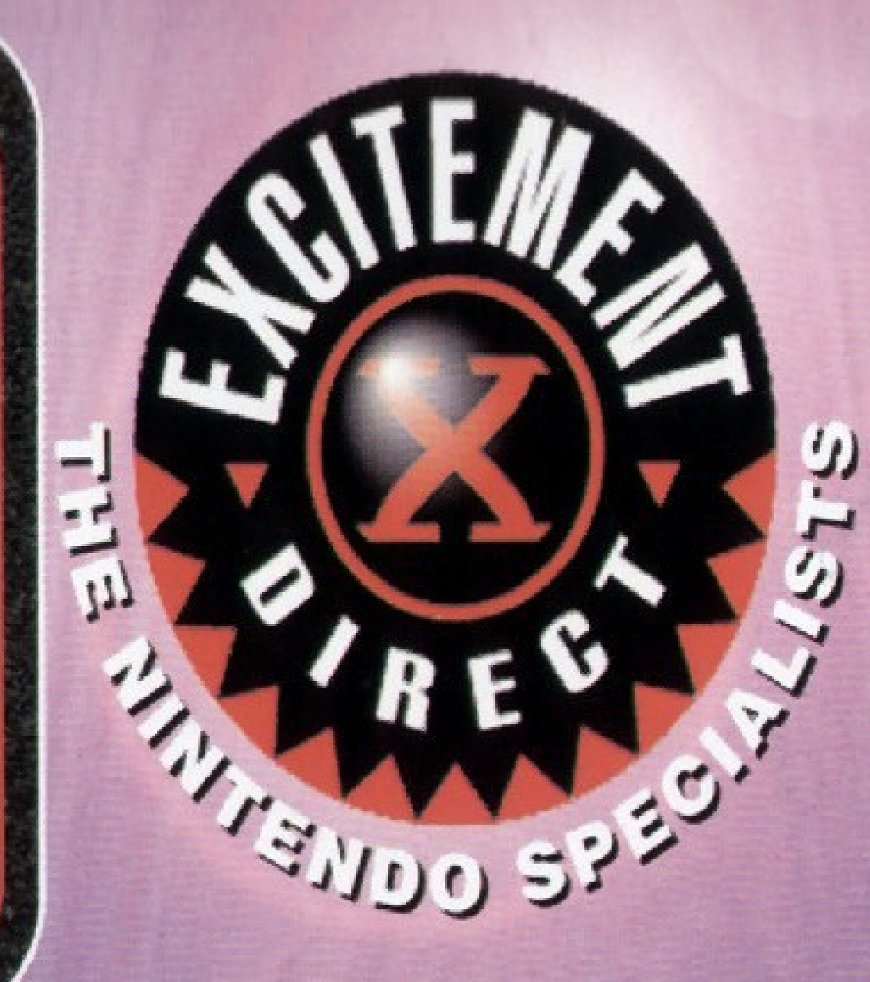


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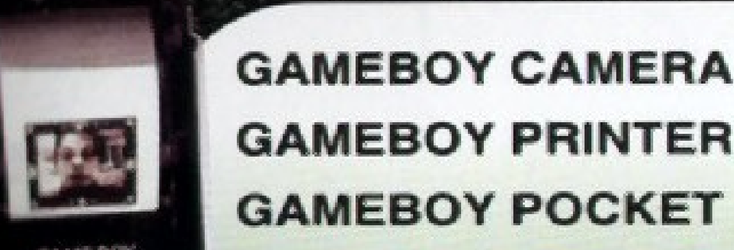
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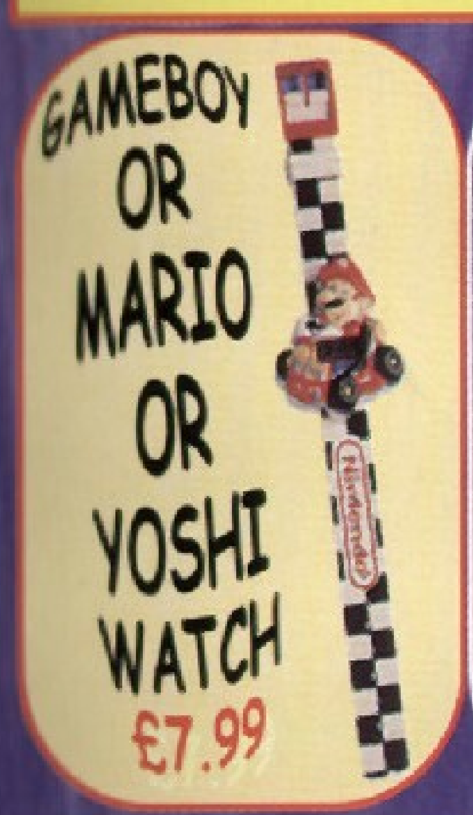
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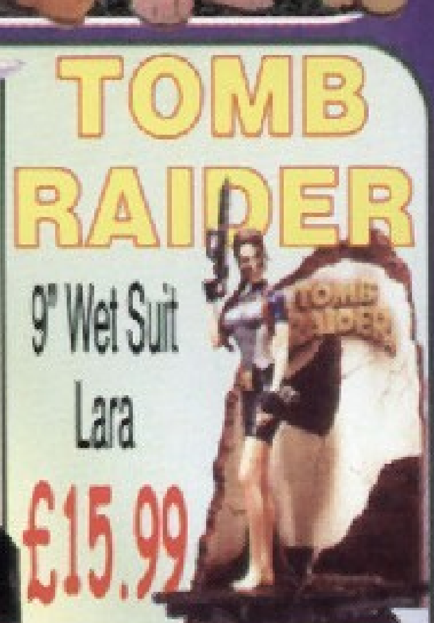
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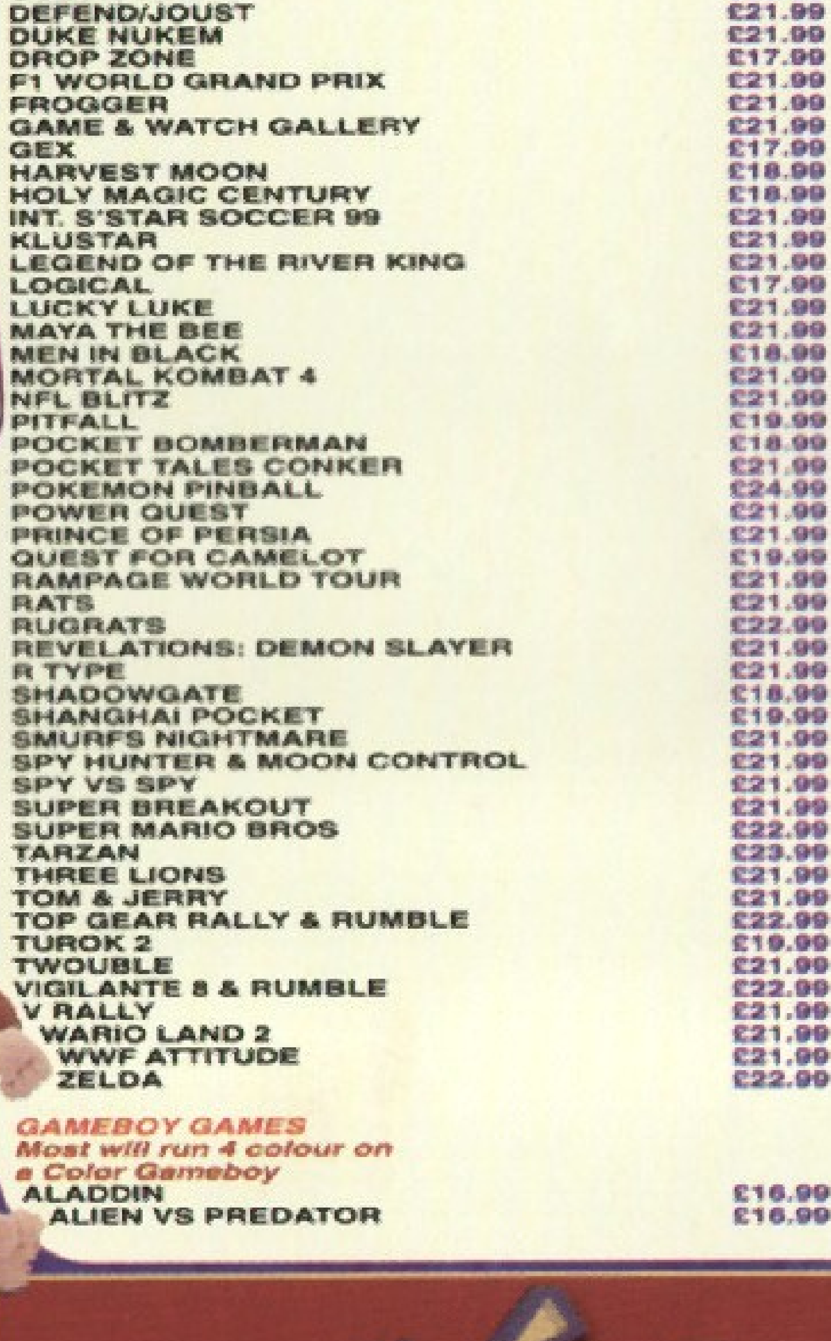
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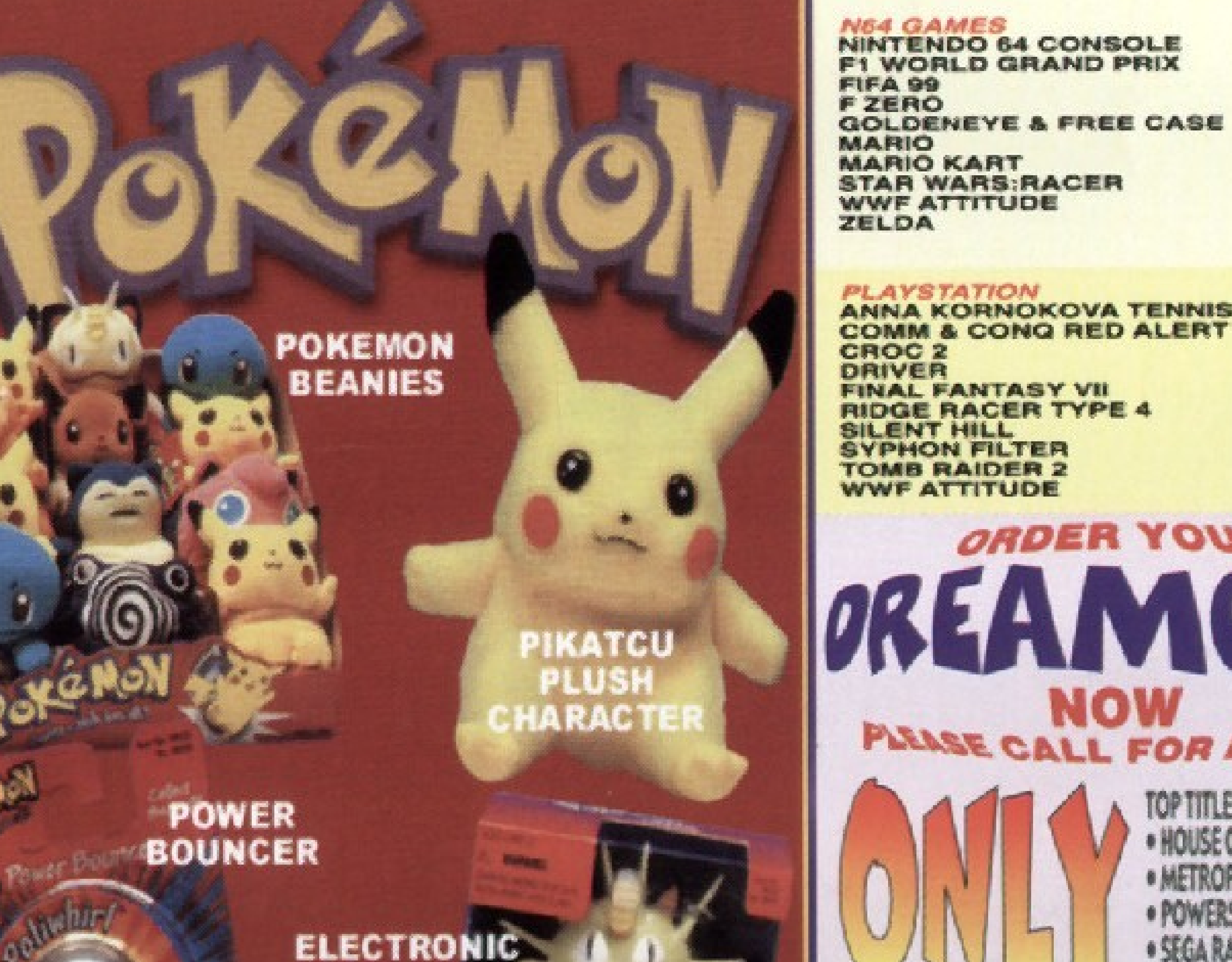
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